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PSM2

#38

PSX! See Sony's new PS2-beating console!

EXCLUSIVE!

THE LORD OF THE RINGS

RETURN OF THE KING

FIRST PLAYTEST! Only PSM2 has the troll nine yards!

THE SIMPSONS HIT AND RUN

BART OF DARKNESS! It's Springfield: Vice City!

SPYHUNTER 2

EXCLUSIVE! The guns, the girls, the gadgets INSIDE!

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BROKEN SWORD

SWORD OFF! Better than Tomb Raider?

ENTER THE MATRIX

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WELCOME TO PSM2

PSM2 COVER GAME! PG24

THE LORD OF THE RINGS

THE RETURN OF THE KING

The last battle is upon us. Don't miss our hands-on first play of the final *Lord of the Rings* epic. They think it's all ogre... it is now!

GOING TO EXTREMES ISN'T ALWAYS A BRILLIANT IDEA, BELIEVE US.

Take survivalist Oxford prof Nick Middleton. It's all very well trekking off to the hottest place in the world, but when the BBC starts booking him tickets to places with the words 'World's Swampiest...' or 'Most Beartastic' in the title, he might want to think about staying at home with a cup of tea and a book.

Then – bear with us here – there are review scores. The practice of rubbish mags going "Buy game X! It's going to be *miles* better than game Y!" and then being verbally shoehorned into giving game X 98 per cent, has been long established. However, recently an equally sinister trend has emerged.

"Think they're tough?" sniffs Mag A, scorning PSM2's sometimes brutal – but always fair – review scores. "Have this!" And a decent-ish game gets an unjust kicking.

"Oh yeah?" Huffs Mag B. "Take this!" And puts the boot in by giving it ten per cent less, regardless of whether they can back it up with any, y'know, evidence.

The trouble is, once you've given a bad game exactly the right amount of kicking, giving it any more of a kicking doesn't make your review any better. In fact, it makes it less truthful. That's why, when you read our *Tomb Raider* review, you can be sure it's not a reflection of how much we like/dislike Core, Lara Croft, the commercialisation of computer games or anything else – it's just the truth. Sometimes it's not about going to extremes – it's about getting things *right*. Just ask Nick Middleton – unless he's disappeared in 'Africa's Hippoiest Village' by the time this goes to press.

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

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PLAYSTATION®2 MAGAZINE
PSM2

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PLAYING PS2 LONGER, HARDER, FASTER
コンテンツ

LORD OF THE RINGS THE RETURN OF THE KING

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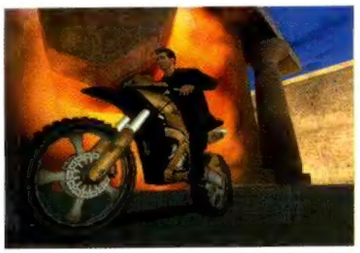
FREEDOM FIGHTERS ..... **PAGE 34**
Better dead than red! Give those vodka-swigging Russkies what for.

THE HULK ..... **PAGE 66**
But will it make you livid? Get the truth in our block-busting review.

BROKEN SWORD ..... **PAGE 30**
World class adventuring but is it too 'pedestrian'?



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Rockets! Helicopters! Flash cars! Guns! First look! Eee!

JAK 2: RENEGADE ..... **PAGE 38**
Naughty Dog make best game ever. Possibly.

TOMB RAIDER ..... **PAGE 62**
58%? What the *hell* are we thinking? Find out..

"WE'RE INCLINED TO THINK THAT THIS IS THE GAME THAT ANGEL OF DARKNESS SHOULD HAVE BEEN" – INDY, PG42

NEW TO PSM2?

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If you're keen, you've already seen this month's awesome DVD. If not flip the page and check out what you've got to watch when you get home...

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Find out what *real* PS2 gamers are talking about.

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62 TOMB RAIDER: THE ANGEL OF DARKNESS
In development for four years, played for 28 hours, and condensed into a review that'll take you just five minutes to read but a lifetime to forget.

ISSUE #38 "CARELESS ORC COSTS LIVES"
They said we were mad for putting an old geezer on our cover but when he can make you crap out your insides with the snap of a grizzled finger you know you have to give da man some respect.

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Club Football	48	Coming Soon
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MACE GRIFFIN: BOUNTY HUNTER ..... **PAGE 68**
Dock around the clock in Vivendi's ground and space-based FPS plus shoot-em-up combo.

Play

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN - THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 38

DVD straight for your dome. We've got more video than Charles has got Dickens. Got more exclusives than the Colonel's got chickens.

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NEW! GRAN TURISMO 4
NEW! JAMES BOND
LOTR: RETURN OF THE KING! In the mag AND on the DVD!
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PlayStation
PLUS!
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Resident Evil Outbreak
Spider-Man
Return of The King
R: Racing Evolution
Jak 2: Renegade
AND MORE!
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E3 2003 SPECIAL

You read our massive E3 news blow-out in the last issue, right? Well, now's your chance to kick back, relax and watch the world's greatest games in action. Yep, it's our DVD round-up of the killer titles you'll be playing over the next year.

There's more big hitters crammed in here than a heavyweight boxing convention – just cast your eyes over these pages for a brief taster of the headliners, and then get watching. We recommend you start with our Accelerator section, containing clips of hot games back to back. Then move onto Coming Soon from there.

All told there's over two hours of the newest games and special features shoe-horned into your shiny disc, all presented in crisp DVD-o-vision. Looks like we're in for a mind-blowing 12 months and PSM2 is going to bring you every great game first.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ▶||) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...

While you're watching Reviews, click down the R3 Analogue stick to hear an alternative soundtrack.

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

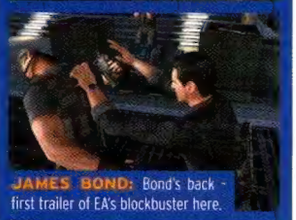
GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

TONY HAWK'S UNDERGROUND: See the complete trailer captured by the PSM2 Spy Cam.

GRAN TURISMO 4: Exclusive in-game action direct from SCEE.



JAMES BOND: Bond's back - first trailer of EA's blockbuster here.

GHOST HUNTER: Exclusive spook-sniping action only in PSM2.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

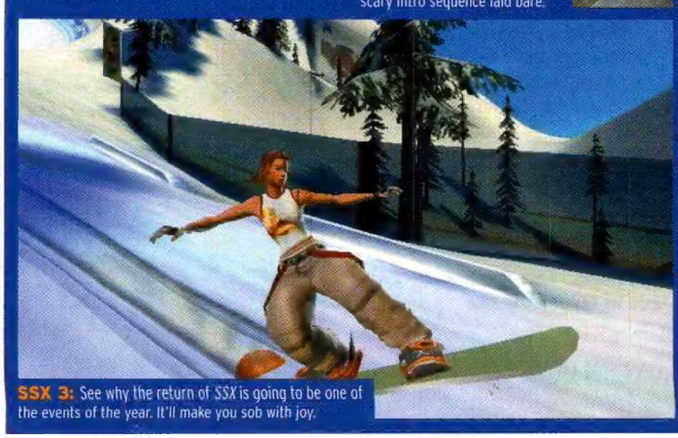
Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.

RE: OUTBREAK: Glorious scary intro sequence laid bare.



SSX 3: See why the return of *SSX* is going to be one of the events of the year. It'll make you sob with joy.

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

LOTR: THE RETURN OF THE KING: First trailer of EA's gasp-inducing hack-n-slasher.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

Issue 37's secret footage is the super-slick intro from *Enter The Matrix*. To find it, head to Import Round-up, and just press up from Amplitude. Jeez, we must make these harder...

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
www.game.uk.com

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

DARING TO BE DIFFERENT

"PERHAPS ROCKSTAR SHOULD INCLUDE SOME BEMANI ELEMENTS IN THE NEXT GRAND THEFT AUTO"

Dear PSM2

I'm so sorry – I'm about to burst one hell of a big bubble. This letter is mainly in response to Alex Roe's letter (PSM2#37), and his dream of a greater future for games. Right, here we go... For all the moaning, many people are wary of innovation. As has been pointed out in the magazine before, innovative games such as *Gitaroo Man* and *Rez* have been shunned over more conventional games. *Vice City*, while fairly innovative, is comprised of elements already done before, such as taxi driving and pizza delivery – even the free-form structure hails 15 years back to *Elite*. But what *Vice City* does to make itself special, is to take a mass of genres – shooting, driving, flying, etc – and throw them all together, into a huge do-as-you-please game. *GTA* is fresh and original because it takes already-done elements and mixes them up in a way we haven't seen before.

This is my vision of the future: developers trying to do something different with the familiar genres we already have.

And if we want to see more innovative games? Well, perhaps if Rockstar include some bemani elements in the next *GTA*, then the public will feel more at home around bemani, and will be more willing to buy games such as *Gitaroo Man*. That is the solution to the innovation problem – building people's trust.

Phil Tomlinson
Via email

We're all for slapping hundreds of genres into one big gaming pie, but only if they're all done to a reasonable standard. Of course, *Dead To Rights* included a bemani pole-dancing section, and it was arse – but if *The Great Escape* comes out with you conducting a male-voice choir to mask the sound of frenzied digging, we'll probably mess our favourite reviewing-pants.

This is your chance to air your views on the hot potato of the moment:
Will it be Snake or his dad? What rumours have *you* heard about *MGS3*?

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

BREASTS

Dear PSM2

Thank you for the lack of breasts in your magazine. I like breasts, don't get me wrong, all the women I've gone out with have had them. But there seems to be a trend now creeping into other PS2 mags to get as much naked female flesh into the pages as possible. At least you're managing to stick to the point – ie, PS2 games.

Also, I have to say that I loved the Online Safety Card in the last issue for getting online – utterly hilarious. But I don't think it's a good idea to use water against an electrical fire. Electrocution, y'see?

Anyway. Hurrah for you, keep up the good work.

David
Via email

Fair enough. We've cancelled the upcoming *Girls Aloud Beach Volleyball* feature.

KABUTO

Dear PSM2

You asked in #35 if there had ever been a really funny game. You said no. However, there is one game which has made me laugh out loud the whole way through, and you might have forgotten it. *Giants: Citizen Kabuto* is the funniest game I've ever played. It's the sort of game which only English people find funny – not many Americans would appreciate the humour of the enemy just HAPPENING to have German accents – you had to be there. Like when the robot is teaching them to build a base, then looks right and says: "F**K ME! THE REAPERS ARE COMING!" runs into the water and drowns, then after a long pause one of the heroes says: "well that's a bloody confidence builder, isn't it?" I nearly wet myself laughing! Again I think you had to be there. But did you guys overlook it, or do you just not find it funny?

Toby Marshall
Via email

Actually, *The Shadow of Zorro* made us laugh. And cry.

COTTON BUD

Dear PSM2

Here's a possible ray of light for all those disc error sufferers out there. My PS2 recently did the same, I contacted Sony, and they politely expressed that they didn't want to know and that I'd have to pay £65 for an exchange, or £80 for a service.

So three days ago I thought what the hell, I opened up my PS2 with the use of a Philips screwdriver and a small flat-headed screwdriver, cleaned the laser with a dry cotton bud (be gentle but firm), put it back together and hey presto, my PS2 is working as good as the day I bought it.

This could be a fix for everyone with the same symptoms – let the public know by printing this, let them know that Sony could be involved in the biggest con ever – quick money for repairs when the laser only needs cleaning. Good luck to everyone.

WRITE TO PSM2 WITH: YOUR THOUGHTS ON THE FUTURE OF GAMES... WHERE'S IT ALL HEADING?... WHEN WILL IT ALL END?...

ONE GIANTS SLEEP: The 'comedy' in *Giants*? Wincingly sub-Python gagsmithery, pal. Trust us.

THE PSM2 RAGE GAUGE

UNNNGAWAAAAAAAAH!

Dear PSM2

***Smackdown: JBI* was crap, we all know that. Then one year on *SD: SYM* appears and yes, the graphics are phenomenal... But where is Rey Mysterio?**

Why did Yuke's forget to add the Bra and Panties match, or at least some HLA? Listen up, Yuke's, you need sexy women, Eric and, of course, Scott Steiner. And what the hell is up with the name of *SD: Here Comes The Pain*? I thought that 'Know Your Role' should've been ashamed.

Chris Grant, Bromley

Erm, we don't think any of those things were around when the game was in development, Chris...

Neil Turner
Via email

Fair enough – but we won't be going anywhere near our office PS2s with a screwdriver – unless it's the vodka 'n' orange variety.

BUILT UP

Dear PSM2

Right, let's get the record straight. Trinity moans about how some random character is ill-equipped to deal with her adventures in *FF10-2* (PSM2 #33) – did she take even one look at the men in the game? Did she not see the equally ridiculous clothing that they were wearing too?

She then moans about games always objectifying women – I could just as easily argue about the way *GTA4* unfairly makes it look as though all men can run through the street carrying a 34lb minigun, or that *Street Fighter* forces us men to have built up bodies and be a master of the arts, but I won't stoop to that level.

David W
Via email

Maybe you should. Every time our Dan D sees *Tekken*'s Steve Fox he cries and does sit-ups until he pukes Jaffa cakes.

SCOOPS

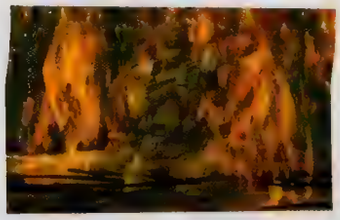
Dear PSM2

I just bought one of your highly commended mags and noticed that every PS2 mag has their own scoops. But the weird thing is that all the mags are British. What's the point, I ask, why not join forces and create the ultimate

THE GLITCH IS BACK
Of course, we all loved that Purple Nines glitch that meant you had to restart *Grand Theft Auto* to get 100% completion. Didn't we? Oh.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.



We describe ourselves as having a GSOH. The ladies love it.

GREMLINS
Is there any news on the Gremlins game?
Cory Edison, Notts
Sadly, no.

SECTION
How about making a section devoted to the top 20 hottest chicks in gaming?
Joseph Doherty, email
No.

2D
I truly believe that 2D fighters are better
Adam Gilmor, Glasgow
Joel agrees. He's gone.

MEAT
Is Hideo Kojima feeling OK? The *MGS3* trailer seemed to put far too much emphasis on eating raw meat..
Phil Tomlinson, email
He's a man's man.

DRUGS
I didn't even know what drugs were before I was at least fifteen
Matt Wyles, Hove
Come now – truly? Not even aspirin?

AVERAGE
I describe myself as an average middle-aged gamer.
Don Foxley, Southport

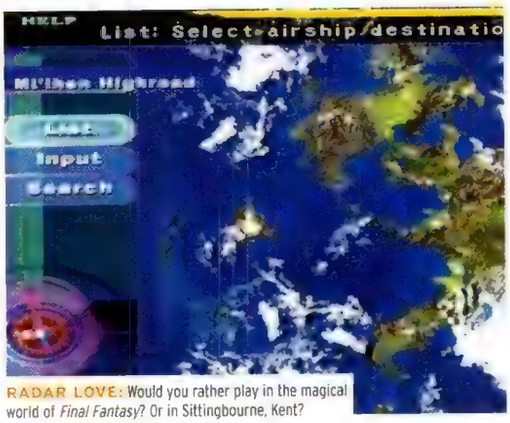
PlayStation 2 magazine in the world?
Robert Doyle
Via email
Because – without stooping to name-calling – all the other mags are rubbish. See?

GLITCHES
Dear PSM2
I was on the Internet and reading an article about glitches in games, and to my horror I found that games companies are going to try and find a way of minimizing the number of glitches when the new PlayStation 3 comes out. I don't know if this is true or not, but if they are trying to find a way of minimizing glitches this will be terrible for me!

As I'm a big *GTA: Vice City* fan I often find really cool glitches, like for example spawning a Sabre Turbo and driving it to the beach were I tap in the 'play as Hillary King' cheat followed by 'bigger wheels' cheat x3, and then 'float on water' cheat.

After that, drive it into the water and the car will sink without you losing any health. When it stops on the sea floor, get out of the car and you can walk underwater! I found that just great fun. Now I bet you think I'm mad, but to me good glitches – not the ones that make the game crash – add a real edge to the game, so I really do hope they won't get rid of glitches.
Leroy Jenkinson
Via email
Of course, if you can predict whether they're going to be 'good' or 'bad', then they're not really glitches. Did you really have fun wandering around underwater? *Really*?

SATELLITE
Dear PSM2
Why not make a new genre? Random satellite genre? Or RSG! This could be where a game is designed so as to place things/characters/tracks randomly on real locations. You go to your local game store and ask for a game with a game world of London or Hertfordshire. They get the games delivered as usual, etc, but the games companies make the game for each area. By taking a satellite photo, the game automatically loads its own worlds by using the landmarks, etc, that are provided in the photo. this way you could play in your own county or town.
Ben S
Hertfordshire
To be honest, if we wanted to interact with characters in Hertfordshire, we'd go to Hertfordshire. And we don't.



RADAR LOVE: Would you rather play in the magical world of *Final Fantasy*? Or in Sittingbourne, Kent?

"TO BE HONEST, IF WE WANTED TO INTERACT WITH CHARACTERS IN HERTFORDSHIRE, WE'D GO TO HERTFORDSHIRE. AND WE DON'T"

ARSE
Dear PSM2
I've subscribed to your magazine since it first came out and had never missed an issue. I was waiting for April's issue (#34) for ages until my slow brain cells realised that my subscription had run out, yet I had received no reminder at all. So I thought it would be just a simple case of renewing my subscription and back-ordering a copy, but they were all sold out. So now, thanks to one of your monkeyarse staff I didn't get a reminder and missed out on what sounded like the funniest PS3 exclusives ever.

On a more positive note, I would much appreciate it if you could tell me if there is such a job as being the guy who designs characters, thinks up new games and ideas, writes the storyboards and storyline of games? Is it worth sending any of my best games to games designers? Your advice is much appreciated, as I think you are the best and funniest magazine there is (although Joel was the funniest).
Andrew
Burton
How odd. Normally our subscriptions department sends all sorts of reminders/begging letters/thinly veiled threats as your subscription ticks down. And yes, the PS3 feature was very funny (although not as funny as Joel), even if *some* people didn't get the joke. As for being a game designer...

MASTERS' DEGREE
Dear PSM2
I've got great news. This year there's a new course being launched in universities called 'Masters degree in Entertainment Software Development'. I had only heard of this course very recently but it's something I've been waiting for since I was 12. The course aims to teach you how to design games, or join entertainment software teams where you can design and be a part of new games.

I am now out of school, out of college, and have been rejected by universities, probably due to me screwing up my education by playing computer games. I felt not a day was wasted, until now. If you feel as strongly as I did about getting your ideas on to the market, research this course, and learn what you need. The software industry is reaching £12 billion worldwide, and it needs your ideas. Why play games when you could be learning to make them? I hope you all take this to heart and perhaps one day you'll be sitting exactly where I want to be, bringing your designs to life.
Tommy K,
Somerset
Not a single day playing computer games wasted? You've obviously never played *WTA Tour Tennis*. And why play games when you could be learning to make them? Because it's less effort. Duh.

HUGGING
Dear PSM2,
Issue 37. Page 87. Are those two Nazis hugging each other? No, seriously.
Baz
Via email
Actually, it looks more like one of them's not so keen on the whole thing. Shame.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

KURTY PROTEST: *Metal Gear's clearly* based on the popular Kurt Russell film Stargate. No, wait a minute...

BACKYARD

Dear PSM2

I think I should talk about how more and more violent games are reaching our shelves. I personally love these games, but it did get me thinking on how these bloody and violent games can influence the minds of young people today. An example of this is the new game *Backyard Wrestling* – what's stopping someone from hurting themselves while trying to mimic this game?

Ross McDonald

Northampton

Erm, common sense? Let's face it – if you're stupid enough to try somersaulting through a blazing table because you just saw a character in a computer game do it *and get seriously injured*, it's probably best if you end up in hospital before you try repelling an imaginary alien fleet with an enchanted electric guitar. Seriously, Ross, if you aren't affected by these games, then why would anyone else be? Incidentally, we know you're after a copy of *The Sims*, but we daren't send you one in case you start weeing on the floor and fondling your neighbours. Sorry.

YARD TARGET: If you're stupid enough to copy games, you're probably reading this in the burns unit.

DON'T WRITE TO PSM2 WITH: GAMES AREN'T AS GOOD AS THEY USED TO BE... WHY DON'T THEY MAKE A CANOE GAME...

PLISSKEN

Dear PSM2

I would like to point out what a dumb-ass Matthew Power is. In his email (PSM2 #37) he says he watched a film called Escape From LA featuring Kurt Russell as Snake Plissken. Rubbish. It was actually called Escape From New York and it featured the World Trade Centre, Grand Central Station and Broadway – all well-known NY landmarks. How Matthew failed to realise that it was set there, I have no idea, especially as the title was splashed all over the screen at every ad break. I would also like to mention that at the end, there's a sequence in which Snake has to avoid invisible mines, in the same way as the Claymores in Kojima's masterpiece.

James Lush

Via email

Except that John Carpenter subsequently went on to ruin his classic film with a sequel called (all together now) *Escape From LA*. Remember, kids – if you've got a startlingly obvious observation about an old Kurt Russell film relating to *MGS2*, write in – there's a shiny new eyepatch for the stupidest one we publish every month.

DREAMY

Dear PSM2

I am writing this email to ask a question – how do you get involved with the video gaming industry and even on to a reviewing magazine? It seems like a dream job. I think the best thing to do is get a load of imaginative students together just to create a good down-to-earth game. It comes to a point where people play on their mobile phones more

Chris Hartwell

Via email

The problem with students is that they're not often that good at C++, even if they can drag themselves away from the pub. And we haven't played on our phones since the swelling started.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

PS3? Do what?

FF10-2 vs FF10

WWE Outrage

Release dates

Snake Eater

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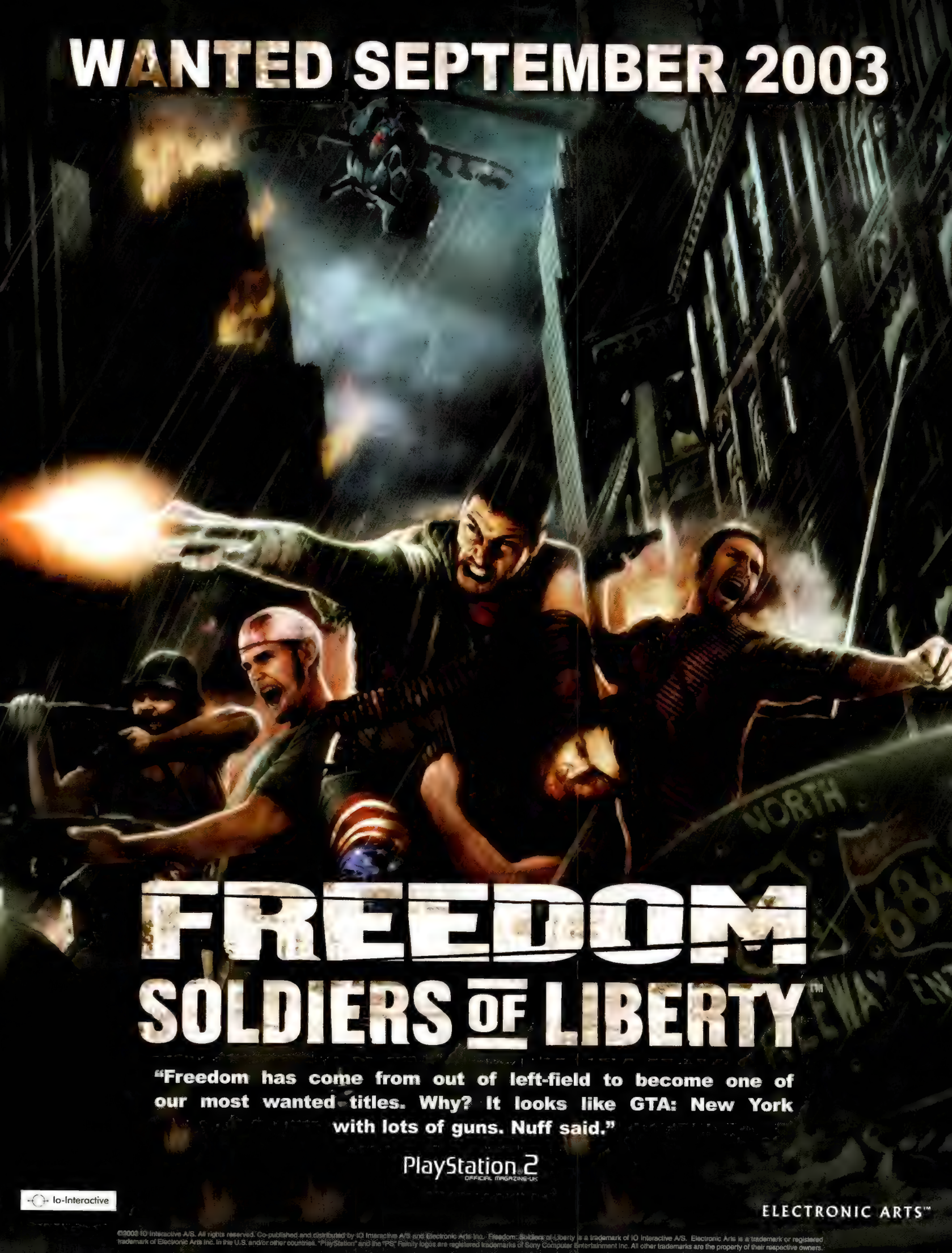
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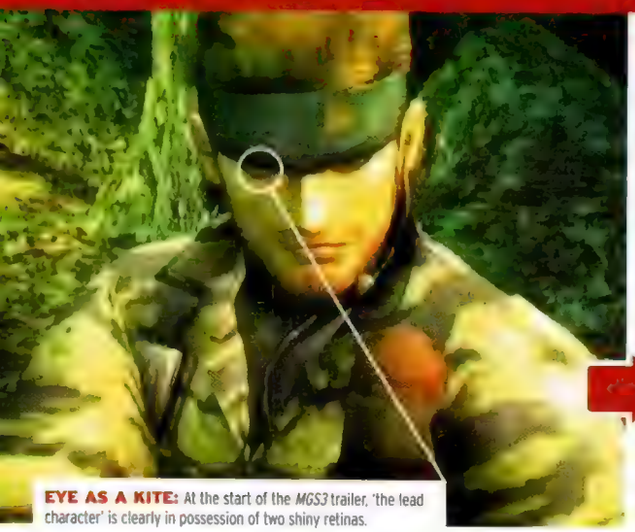


EYE AS A KITE: At the start of the *MGS3* trailer, 'the lead character' is clearly in possession of two shiny retinas.

EYE DON'T BELIEVE IT: At the end of the trailer, 'the lead character' appears to be missing a peep hole...

EYE CARUMBA! ...and Big Boss wears a patch over the very same corneal

›WORLD EXCLUSIVE! フハラル

MGS3 BREAKS NEW GROUND

Kojima talks busted bones, while evidence proves Snake ISN'T in *MGS3*.

We've seen Rambo stitch himself up with fishing wire, Bruce Willis binding his feet with shards of vest, and now – get this – Solid Snake limping around *MGS3* with a broken leg and bamboo leg brace. Er, possibly. In a recent interview with respected Japanese games mag Famitsu, Kojima revealed that Snake could break his leg after a big fall. Provided, that is, Snake's actually in the game at all...

The big rumour currently is that the lead character is – ta-da – Big Boss, the feller whose DNA was used to create Solidus and Snake. Think about it – the E3 trailer talked about going 'back to the origin', it's set in the 1960s (consistent with the timeline), and if you look closely at the trailer (PSM2 DVD #37), the lead character has a gouged right eye, just like Big Boss (see 'Who's Big Boss?').

Furthermore, the E3 press kit is alleged to contain phrases with random big letters, which, when re-arranged, spell Big Boss. To be honest, we can't see this on our press kit, but – crucially – we've never heard Kojima refer to *Solid* Snake as the lead character in *MGS3*. When quizzed about the rumour by Famitsu, Uncle Koj could only smile. Hmmm...

PSM2 RECKONS *Seems too obvious really. Knowing Koj, Snake will make a shock return, time travelling in a Delorean Or a shoe. Expect further twists, soon.*

›UPDATE 1 フハフヌ

WHAT'S NEW?

1) Possible online features – such as downloading new camouflage.
2) No radar – uses new 'camouflage' meter.
3) Food will rot over time.
4) Dolby 5.1 surround sound.
5) Two thirds of game in jungle, one third in man-made environment. Latest rumours suggest an articulated mobile missile base (see above).

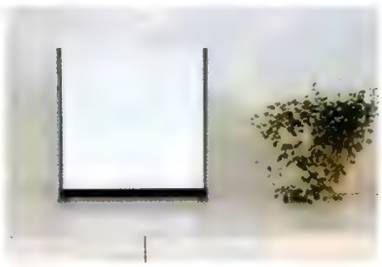
›MGS3 フハフヌ

WHO'S BIG BOSS?

Big Boss fought as a mercenary during the '60s and '70s, including a spell in Asia during the Second Indo-China War (the setting of *MGS3*, surely?). Big Boss developed a reputation as the "Greatest Soldier of Twentieth Century", until he lost an eye (eh, EH?) and 'officially' retired to teach and train new students. Since Big Boss could foster no children of his own, he agreed to donate his DNA to the US government, which was later used to create Solid Snake, and his brothers Liquid and Solidus

Following the first Gulf War, 1991, he set up the FOX HOUND special forces group, specialising in high tech weapons and unconventional warfare. Later he set up Outer Heaven, a renegade military outpost funded by guerillas, and developed the first Metal Gear, but is thwarted by Solid Snake – the story being told in the original *Metal Gear* on the 8-bit MSX. The full plot is, honestly, about 90 times longer and more boring than this abridged version, so no nit-picking letters from *MGS* extremists, please. Well, unless they contribute to the *MGS3* debate directly – in which case, send 'em in.

X MARKS THE SPOT: The PSX is about 40cm square - about the same size as Bill Gates' current minging green console.



THE JOY OF X: Yes, the machine can be stacked sideways, or placed flat - thanks very much for pointing that out.

>NEW TECHNOLOGY ALERT

PRO TIVO

Sony's unveil the much rumoured 'PS2.5'. Is this the future of home entertainment – a TV recorder, PS2 and DVD burner in one shiny box?

Having blown our minds with the announcement of PSP (see below), Sony have announced *another* item of sordid consumer lust, the PSX. No, it's not a prototype PS3, but a new home entertainment unit with a sleek, shiny new look, and it plays PS2 games to boot. In real language, it's the set top box that lets you play *GT4* online, while taping The Simpsons before transferring the lot to a Memory Stick for playback on the bus via your PSP.

With its flash silver finish and compact(ish) size – remember Sony's house-size plasma TV distorts the scale – the machine is designed to sit neatly alongside current models of widescreen TVs. Controller and cable connection ports (see below) are hidden away at the back of the machine and there's a click-down flap at the front for memory card slots.

Sony supremo Ken Kuturagi tells us that the X in PSX stands for 'crossover', and the console will bring together existing PS2 technology with a DVD burner, a whopping 120Gb hard drive, a Broadband-only Ethernet modem that will connect to the Sony Network, and also a TV tuner for recording TV shows, TiVo-style.

With the recorder function you'll be able to plug your aerial connection or cable or satellite TV box into the PSX, which will then act as a fully programmable VCR, recording anything on any channel at any time. We're speculating slightly, but you'd then be able to store programmes or burn them to DVD or compress them on to Memory Stick. This isn't PS3 – more a cool TV recorder that plays PS2 games.

Also, in other news, Ken has announced that prototype CELL chips, which will be at the heart of the PS3, will be unveiled sometime in the next nine months. Expect full PS3 graphic demos next E3 show then. We can't wait.

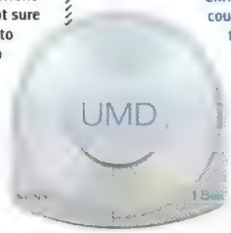
"THIS ISN'T PS3 - MORE A COOL TV RECORDER THAT PLAYS PS2 GAMES"

PSM2 RECKONS *Don't get too excited – Sony Europe don't want us talking about PSX, just in case it never reaches the UK. Even if it does, the 120Gb hard drive and DVD burner alone push it into the 'serious user' £400 to £500 price bracket. Still, we're secretly bursting with joy, and PSX confirms Sony's long-rumoured multimedia aspirations, with healthy portents for PS3.*

KEN AND STIMPY: Mr Kuturagi poses with another piece of highly desirable consumer electronics hardware. Not the microphone. Dumbass.

TWO BECOME ONE?

As yet there are no details about the possibility of the PSX and PSP being compatible. Both will be able to use the Memory Stick so it appears likely, but with current Sticks having a relatively small capacity, we're not sure how much use this will be, as video will have to be compressed to grainy-vision quality in order to fit. Plus the likelihood of recordable UMDs seems unlikely given Sony's piracy paranoia. Shame.



This is the Universal Mini Disc, or UMD for short, and it's the new disc format for the PSP. SCEE president Chris Deering says that PSP games could cost anything up to £40, but that most will retail for just £10 to £20! He also reckons that movies on the UMD format will cost less than a DVD.

- Dimensions: 60mm diameter
- Double sided with a massive 1.8GB data storage capacity
- Watermarked encryption device for security

RUMOURS

Rumblings so precise, we had to fit them into a *really thin* column.

JUST BLING IT

After jetting to Ibiza – look, we can't play *PES* 24/7 – to meet Yasumi Takase, Director of *Dancing Stage MegaMix*, we were shocked to learn that the series might be making a blinging diversion. Pumped full of talk juice, Mr Takase raved about the possibility of linking the *DDR* dance mat with – yes – Eye Toy, to create an arm-waving, foot-stomping hip hop megamix game on PS2. Don't laugh – Konami are already investigating mic technology with *Karaoke Revolution*, so further innovations wouldn't be that crazy mental.

RELIABILITY 6/10

PES3 ONLINE?

We-eeel, not quite. Turns out, Mr Takase's translator was the Business Director of KCETokyo (the folk who make *PES*). She confirmed that *Winning Eleven 7* will be online, with *PES3* to follow suit. Sadly, although she didn't make this clear, the game will only be partially online, allowing for the download of new kits, stadia and the like. This time around, it looks like player vs player online games will have to wait. Bugger.

RELIABILITY 7/10

CRITERION PLAN 'BIGGIE'

Elusive to the last, Criterion tease us with details of a new game every month, then completely change their minds and deny everything last minute. Remember their fabled FPS (PSM2#16)? Or their mooted free-roaming destructive drive-em-up (PSM2#27)? Latest word is that they're announcing something very soon, maybe as you read – early July – and would only say "Sometimes you lot at PSM2 don't know when you've got a story". Frankly, no, we don't, so expect Criterion's next game to be an Eye Toy-compatible cheese trading game utilising NURB technology. Or possibly an online free-roaming driving game. Are we getting warmer? Oh yes...

RELIABILITY ..... DANISH BLUE

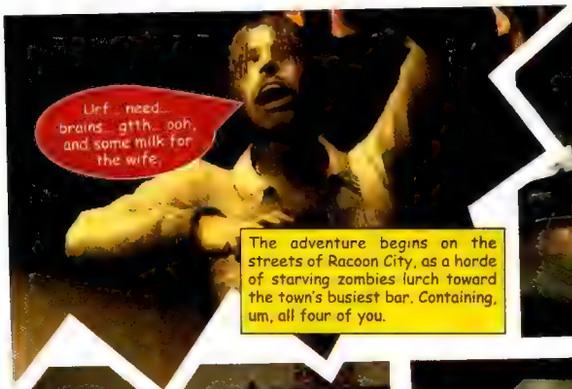
>UPDATE 7/17/2

RESIDENT EVIL: OUTBREAK

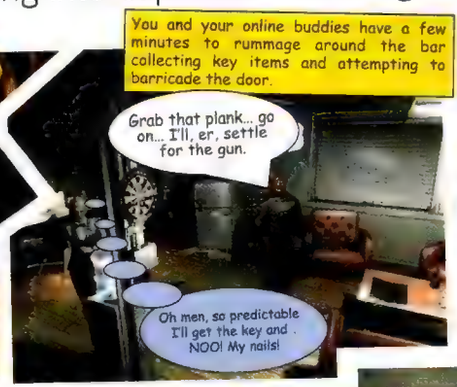
HANDS ON TRUTH

We played *Resi Evil Outbreak* in its four-player online finery at E3, but rather than warble on about the co-operative element and searing tension, we thought we'd illustrate the lot with brain bubbles and pen strokes. It's all about sharing resources and playing to your strengths, see? Asset hoarding cowards and macho dunderheads are in for a *rough* old ride...

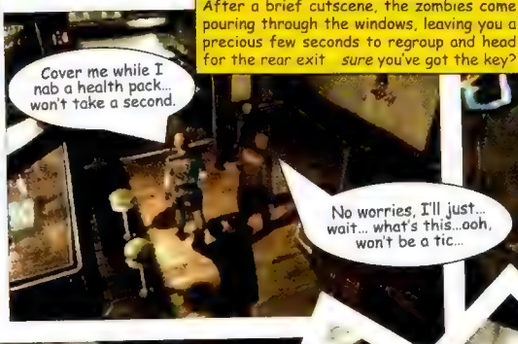
Who's got the key? You know, *the key*? Oh Lordy... Nyurgh!.... Here they come! PSM2 drags you screaming into Capcom's online nightmare...



The adventure begins on the streets of Racoon City, as a horde of starving zombies lurch toward the town's busiest bar. Containing, um, all four of you.

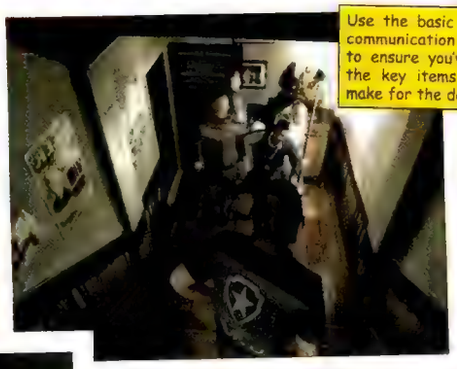


You and your online buddies have a few minutes to rummage around the bar collecting key items and attempting to barricade the door.

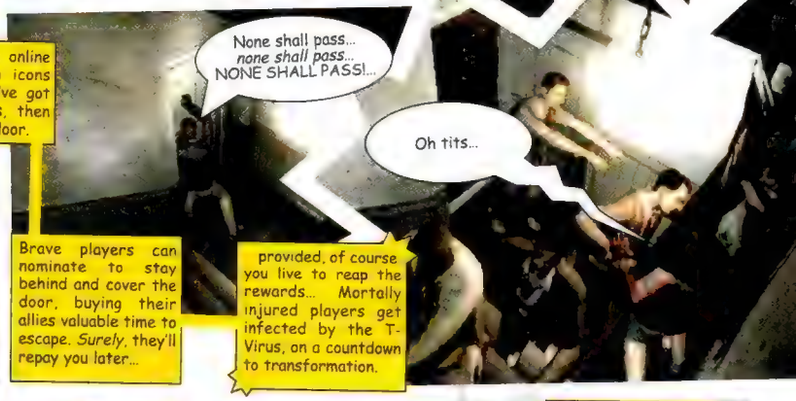


After a brief cutscene, the zombies come pouring through the windows, leaving you a precious few seconds to regroup and head for the rear exit – *sure* you've got the key?

Injured parties need to be 'tagged' and escorted to new locations until they find health packs.



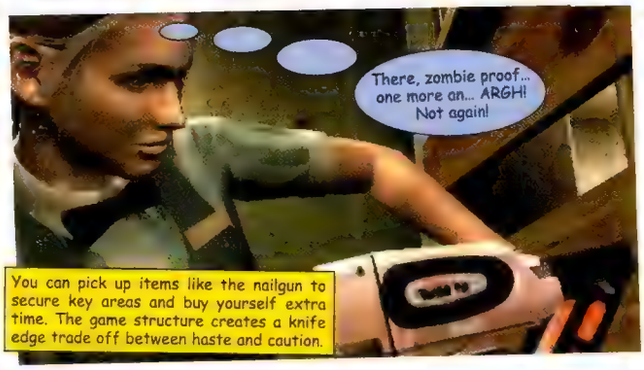
Use the basic online communication icons to ensure you've got the key items, then make for the door.



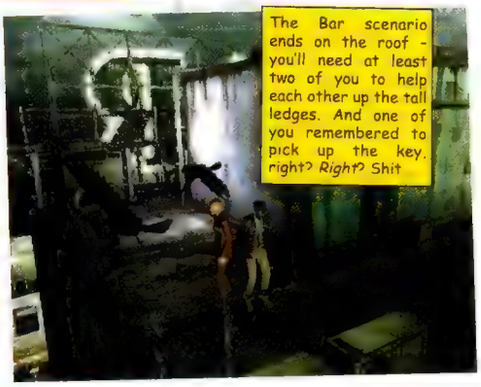
Brave players can nominate to stay behind and cover the door, buying their allies valuable time to escape. *Surely*, they'll repay you later...

provided, of course you live to reap the rewards... Mortally injured players get infected by the T-Virus, on a countdown to transformation.

The survivors buy a few extra minutes to look for items and exit doors... Or hide like cowards
If I can just reach those pictures under the bed...



You can pick up items like the nailgun to secure key areas and buy yourself extra time. The game structure creates a knife edge trade off between haste and caution.



The Bar scenario ends on the roof - you'll need at least two of you to help each other up the tall ledges. And one of you remembered to pick up the key, right? *Right*? Shit

UNDERGROUND DUST UP

We've got *Tony Hawk*, *Need for Speed* and *Teenage Mutant Ninja Turtles* going underground – but which is the most subterranean of the lot?

TONY HAWK'S UNDERGROUND (THUG)

Why is it underground?
You play as you, not some megabucks pro skater. And in real life, skating is illegal outside most Tescos.
Sub-surface features?
Ability to download your face into the game using a digital camera. Full control of level goals, parks, tricks and boards.
RATING: ●●●

NEED FOR SPEED UNDERGROUND

Why is it underground?
Forget *Midnight Club 2* and *Street Racing Syndicate*, this is an *illegal* urban racer set at *night*. No, wait...
Sub-surface features?
Fully customisable cars from licensed manufacturers with hundreds of accessories. Plus 'real urban landscapes'
RATING: ●●

TEENAGE MUTANT NINJA TURTLES

Why is it underground?
A group of subterranean terrapins hazard upon the 'ooze' and morph into fully grown turtles with unprecedented athletic abilities. Now *that's* underground.
Sub-surface features?
You are fighting against 'The Man' – who et, wears a big metal hat *in the summer*.
RATING: ●●●●

THE WOMBLES

Why are they underground?
"Underground, overground, wombling free" Yes, they certainly adhere wilfully to the underground criteria.
Sub-surface features?
No customisable features *per se*, but they did enjoy "making good use of the things that everyday folk leave behind".
RATING: ●●●●●

THE LONDON UNDERGROUND

Why is it underground?
Because it literally lies *below the ground* and primarily exists as a network of dark subterranean tunnels. Beat that!
Sub-surface features?
Nearly 400 miles of railway line, but – hold on a minute – less than 50% of this is actually underground... Shit. Rumbled.
RATING: ●

SONY WANT YOU!

Oi! Want to play games months before release? Mingle with celebs and win some jumbo prizes?

Hello! Ken Kuturagi, father of PlayStation here. You might remember me from E3, announcing my new baby, PSP. Well, now I'd like to invite you to... <Kchhhtt> (Ken Kuturagi bursts through window)... <whimper>... no, not really, it's us. Sorry. Jeez. And we didn't even mention the fact that you said 'PrayStation' at E3. Really. <Aargh> Not the handcuffs...

Anyway, Sony are inviting you to play PS2's biggest games at the forthcoming PlayStation Experience, held at Earl's Court, London, between Thursday 28th and Sunday 31st August. Last year's event attracted over 20,000 people, with hundreds of games including *The Getaway*, *THPS4* and *Lord of the Rings*, with live performances from Blazin' Squad and So Solid's Romeo, plus cameos from England Footballer Kieron Dyer. This year, you'll get hands on with *Jak 2*, *GT4* and *Ghost Hunter*, plus *every* big game from E3.

Better yet, you'll walk off with a goody bag full of stickers and demos. Advance tickets are £6 (£8 on the door) available from www.playstationexperience.com or, alternatively, ring 0870 444 5208

›UPDATE フハフヌ

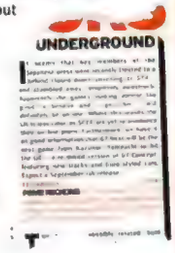
SCOOPED!

Selectively collated proof that *we were right*... ooh, *ages* ago.

"Nobody likes a show off." Agreed? Ah... well, you'd better skip the next few hundred words and – ooh – go and make a nice cup of tea. If you're less averse to a bit of trumpet tooting, prepare for a gruelling, but *actually true* chronology of, "We don't want to say we told you so, but..." Look, that's the price you pay for finding out about *Killzone* a *year* early.

1) GT4 ONLINE

When did we first rumour it?
PSM2#22, May 2002
When was it unveiled?
May 2003
How early?
12 months



2) KILLZONE

When did we rumour it?
PSM2#27, October 2002
When was it unveiled?
We're still waiting, but...
How early?
We reckon... 12 months

3) PSX

When did we rumour it?
PSM2#29, December 2002
When was it unveiled?
June 2003
How early?
Six months

4) PS2 HARD DRIVE BUNDLE

When did we rumour it?
PSM2#20, March 2002
When was it unveiled?
Er, not yet.
How early?
Er, um, look over there!... Yoink

The great news continues... well, unless you've recently stumped up £200 for PS2. The latest rumour among shopfolk and PR peeps is that Sony's machine will soon be bundled with the Hard Drive. The move's yet to be confirmed, but seems inevitable given the imminent release of Xbox and confirmed £150 price tag of Gamecube. Expect things to happen, ooh, a week before the release of Xbox – spookily coinciding with the 8th March release of MGS2. The console 'war' continues.

PSM2 RECKONS

›ONLINE GAMING フハフヌ

ILLEGAL MEGA *PES* ROCKS INTERNET

Nationwide Teams + Rooney + Soft Rock = Best footy game ever.

The legally dubious *SuperPES* – as we like to call it – evolves with the introduction of nationwide teams, Ronaldo, accurate kits and – yes – '80s rockers Europe. For the uninitiated, the game is a hacked version of *Winning Eleven Final Evolution* (the Japanese version of *Pro Evolution Soccer*) – first reported in PSM2#36 – 'patched' to provide English menus, accurate player names and likenesses.

As hackers get to grips with the complex software required, new versions of, ahem, *SuperPES* appear almost weekly, leading to the incredible 'English Evolution' you see on these pages.

Bad News. This is – at best – highly illegal, available only to tech-savvy gamers with chipped PS2s, internet access and complex copying software, and is unavailable to buy, well, anywhere or everyone involved would be arrested. Good news. The latest *SuperPES* lets you pit Wolves against Ipswich at the Molineux, with Rooney and Robinson in the England team. The crafty hackers have even changed the menu music, with Europe's 'The Final Countdown' and Eminem appearing in previous versions.

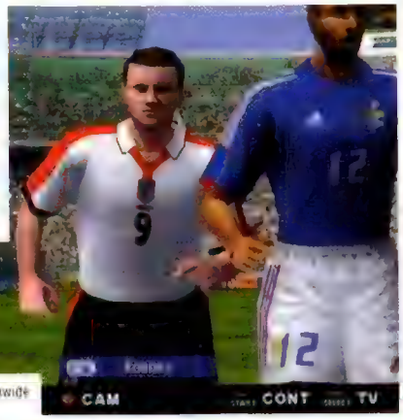
How does this affect you? Simple. Konami are watching, and striving, to make the forthcoming real *PES3* equally brilliant. While unconfirmed, Konami's latest is rumoured to include 64 teams (with newcomers Blackburn, Everton, Fulham, Tottenham and Man City), six new stadia (including Anfield and Stamford Bridge), plus a replica of the Champions League cup (jingly titled the WEFA Champions League

PSM2 RECKONS *While we can't condone*

PES3 RUMOURS

The following features are mooted for Winning Eleven 7, the game that will eventually become PES3.

1) Players' hair flaps in the breeze.
2) Refs play advantage.
3) Players take water from sidelines.
4) Injured players wear bandages.
5) New 'Marseilles' spin on right analogue stick.



KEANE 'N' TIDY: Accurate kits, new players, nationwide teams and bogus menu screens. We're lost for words.

FRY ME TO THE MOON: The game's incredibly authentic and genuinely funny - we were impressed.

WIN! A GREAT BIG BENDER! (AND A DVD PLAYER)

Good news, everyone – *Futurama* publishers SCi are giving you the chance to win a giant Bender! No, not a prolonged drinking session, but something almost as good – a foot-high clockwork Bright 'N' Shiny Bender toy. Dress him in a strappy pink dress and 'gender-Bender' slingbacks! Fix a tiny triangle to his chin and call him Flexo! Use his actual opening chest cavity as a secret hiding place for booze, cigars and looted silverware! But don't try using him to bend things. After all, it's only a toy.

They're also giving you the chance to win a highly 'futuristic' Sanyo DVD player and home theatre surround sound kit, as well as five copies of the game – required playing for all fans, since it contains an entire creasingly funny episode that you won't see anywhere else. The game scored a solid 75% in PSM2#37, setting new standards for authenticity and – natch – in-game funnies. All you have to do is answer this question. And enter the competition. Dumbass.

What's Bender's middle name?

a) Blending
b) Bending
c) Vending

Answers on a postcard to **Hey, Big Bender! PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.** As usual, the editor's decision will be final and no correspondence will be entered into. Multiple entries go straight to robot hell. **PSM2**

›PSM2 INVESTIGATION

FIFA 2004: ONLINE TRUTH

Wales make the cut, Holland dither, but EA keep the BIG secret hidden in their secret boot room...

Online play *won't* be the big innovation in *FIFA 2004* – though EA are guarding their big secret until mid-July. All we know is that the feature will have a HUGE impact on gameplay, and won't just be a customisable extra, like digi-mapping your face into the game. Speculating sensibly, *FIFA 2004* will probably use the *SOCOM* mic headset, so we're guessing you'll be able to shout commands at your players and make tactical changes mid-game with voice commands. When we approached EA with our suggestion, they – conveniently – ignored our comments.

What we *can* reveal, is that *FIFA*'s online element will be community based, encouraging players to form their own leagues and communicate freely. The *FIFA* team welcome the dedication shown by the pseudo-legal creators of *SuperPES* (see pg17), and – while clearly concerned with the legal element – see online customisation as a key part of building the game's popularity. The big news is that you'll be able to play other gamers head-to-head online – not just download content, as is the *rumoured* online element of Konami's *PES3*.

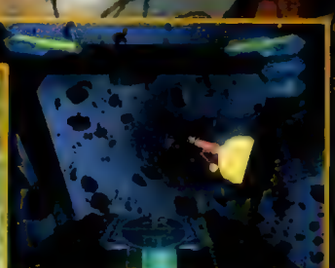
The best news of all – if you're Welsh – is that Mark Hughes' team are almost sure to appear in *FIFA 2004*, after an extended spell of absence. To be honest, after Dan D's extensive lobbying and veiled threats to give the game 3% if the taffs weren't included, it's a relief all round. Mixed news, however, concerns the Dutch team, who are notoriously concerned about image rights, and – at the time of writing – haven't signed to appear in the game at all. To be honest, we'll be shocked if Holland aren't in the finished product, and sure this is just a technical delay. **PSM2**

FIGO OF SPEECH: Juve and Real feature in these exclusive screens, but we'll have shots of ginger Welshmen soon.

HUNTING SEASON IS NOW OPEN

MACE GRIFFIN™
BOUNTY HUNTER

Fight your way through a universe of huge corporations, strange religious sects and futuristic gun-slingers. Travel seamlessly from ground to space tracking prey, unravelling a deep and very dangerous mystery.



16+ www.pegi.info

www.bountyhunter-games.com

PlayStation 2 NINTENDO GAMECUBE XBOX BLACK LABEL GAMES

LET'S DO PUNCH: Bond has a series of regular attacks and throws - all largely useless against Jaws.

DENTURE CAPITAL: You can't defeat Jaws using fisticuffs alone, you'll have to use key items in the scenery.

>FIRST LOOK ファースト

LICENSED TO KIEL

Pierce Brosnan wrestles with Jaws, and locks lips with a lovely Russian exchange student in a Bond adventure that's definitely worth getting your teeth into. Do you see what we did there?

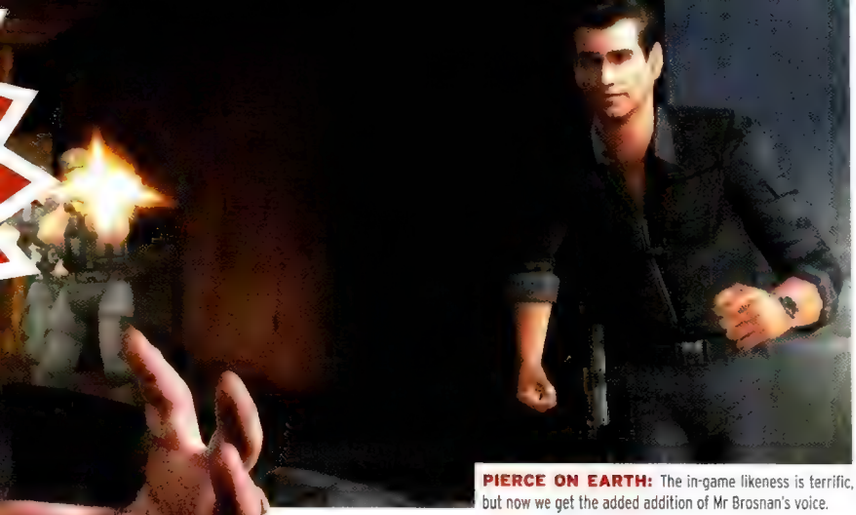
To be Bond, you need to see Bond," chuckles Scott Bandy, the jovial producer of *James Bond 007: Everything or Nothing*, consciously stopping short of steepling his hands like a super villain. What Bandy forgets to mention is that we'll be seeing a lot more than Pierce Brosnan's Cyberscanned™ mug as EA take the licence into unchartered third-person adventure territory. Having acquired the licence to Jimbo's entire cinema history, you'll be rubbing noses with Q (played by Dame Judi Dench), M (John Cleese) and classic villains, including seven foot tall dentally-challenged henchman Jaws.

"Yeah, Shannon Elizabeth plays a Bond girl, too," chimes Bandy, casually confirming the acquisition of a top Hollywood actress (American Pie's Nadia) as an afterthought. In terms of licensing clout, EA are now competing directly with the movies. The firm recently poached animators and CGI experts from Hollywood movies like Pearl Harbour, The Lion King and The Matrix Reloaded as a signal of intent.

The game blends elements of shooting, hand-to-hand combat, driving, and – oh 'eck – stealth. Mercifully, gamers won't fail a level for tripping the alert, it'll just make things more hectic. Bond will rely on his wits as much as his Walther

"EA TAKE THE LICENCE INTO THIRD-PERSON ADVENTURE TERRITORY"

BRAWL TOGETHER NOW: Bond usually relies on his range of gadgets and shooters, but you can try to sneak past and take guards out covertly.



PIERCE ON EARTH: The in-game likeness is terrific, but now we get the added addition of Mr Brosnan's voice.

> "BOND WILL RELY ON HIS WITS AS MUCH AS HIS WALTHER PPK, USING OBJECTS TO DISTRACT GUARDS"

BONDLY REMEMBERED: The game plunders from 007's history, so look out for super villain shark pits.

PIERCY THROWER: These shots are taken from an early level where Bond rappels down a building at speed.

THE GRIM LEAPER: The motorcycle sections will be stunt heavy, with explosive set pieces in true Bond movie fashion – funny how Pierce never changes his expression, eh?

PPK, using objects to distract guards, or possibly letting himself be taken prisoner, then knocking out the guards in the safety of the lift. To aid split second decisions, you can enter the Bond Zone – portrayed using a wobbly, slow-mo *Matrix* effect – giving you the jump on the opposition. To be honest, in the code we're playing, the Bond Zone seems a bit redundant, with most confrontations being settled with shooters, but this should change as the game evolves.

Bond'll use over 20 weapons and gadgets, including the Spider Bomb – a remote controlled bomb which crawls along in CCTV-o-vision until you tap the detonator. You'll also get the usual range of vehicles, including a fully licensed Porsche Cayenne Turbo, with the game culminating in a tank battle in Moscow's Red Square. The highlight of the early code is Bond's ability to rappel down vertical walls, picking off his foes with wobbly armed precision. The plot's being kept secret, but will concern nanotechnology, resulting in – this is top secret, 007 – a direct effect on gameplay as events progress.

PSM2 RECKONS *The third-person perspective's revived our interest after a series of solid, yet chronically predictable, forays as an FPS. Forget Jimbo's wonky appearance in the FMV scenes (see the DVD), the in-game model is spot on. So far, the game's a shade easy and invariably descends into frenzied gun battles, but we're quietly astonished by the quality of the visuals and intensity of the action. The ability to wrassle Jaws and a host of silver screen goons, lifts EA's latest from the realms of flaky tie-in to an experience worthy of the movies. We're cautiously excited, so stay tuned for a ruthless hands-on exposé of the new levels – and co-op mode – next month*

›ONLINE GAMING 7/173

CO-OP MODE: DOUBLE-O-HEAVEN

EA have yet to show the co-op mode, but from our chat with Producer Bandy, we can reveal that you and your mate will take on the roles of rookie 00 operatives training to become full agents. The co-op mode will use a *War of the Monsters* style split-screen, with both players on screen in close quarters, but the display dividing up as you move further apart. The co-op mode features plenty of sneaking around while your pal provides covering fire, plus there are hints from Q and M, with lots of gung-ho dual assaults. See the co-op mode exclusively in next month's PSM2.

›ONLINE GAMING 7/173

FIVE THINGS YOU DIDN'T KNOW ABOUT RICHARD KIEL...

1) He's 7ft 2in Tall, and was born in 1939.
2) In the Bond films, Richard Kiel could only wear the metal teeth for a few minutes at a time because they hurt so much and made him cry like a tiny baby.
3) A motor accident affected his balance, leaving him unable to stand without support – forcing him to seek correctional surgery.
4) Kiel appeared in a National Geographic special in which he played Big Foot.
5) Kiel played the Incredible Hulk in the pilot episode, but was later replaced. The bad luck continued when his likeness was immortalised in The Simpsons, but yet again the scene has never been shown.

>AWARDS 2003

THE PSM2 READER AWARDS

Doth your dickie and run the red carpet... it's time to reveal the winners of PSM2's annual Reader Awards.

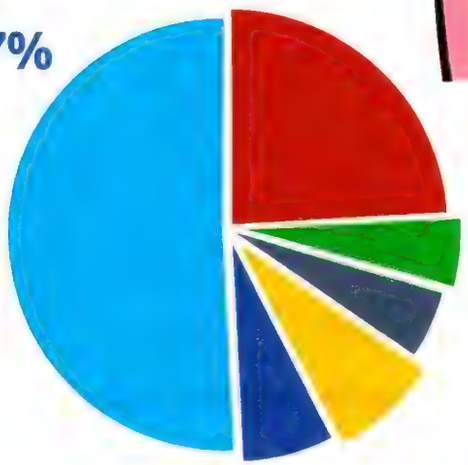
Best developer, best character, best in-game music, defining moment and... game of the year. Screw the Oscars, we're expecting the PSM2 Reader Awards to be a landslide, but this verges on apocalypse. The winners list is a doozy. Mercifully, the PSM2 Awards dished up more than its share of surprises, with [illegible] and some *big* developers tumbling from grace.

Like last year, entries fizzed in from all over the world, from Suffolk to Cyprus. Votes came in [illegible] illegible ten-year-old scribbling on ripped newspaper to neatly photocopied discourses from a 53 year[illegible] chap thought his "Arse" was the developer of the year. While another inexplicably plumped for *The Sims* [illegible] as one of the top five games. But anything's better than the bloke who chose *Army Men RTS*.

Anyway, without further delay, here are the winners of the only PS2 awards voted by [illegible] the UK and readers of PSM2, who won't shell out £40 on cynical dross. On a serious note, huge [illegible] took the time to vote. A series of colourful prizes are winging their way to random entrants as we [illegible]

THE TOP FIVE PS2 GAMES

1 GRAND THEFT AUTO: VICE CITY 23.03%
2 METAL GEAR SOLID 2 7.54%
3 PRO EVOLUTION SOCCER 2 6.27%
4 SPLINTER CELL 5.39%
5 TIMESPLITTERS 2 5.09%



NOTABLE RUNNERS UP
6 FFX 5.00%
7 KINGDOM HEARTS 4.60%
8 RATCHET & CLANK 4.50%
9 THE GETAWAY 3.92%
10 ICO 2.74%

OTHERS 31.92%

LAST YEAR'S WINNERS:
GTA3 25%, DEVIL MAY CRY 15%, GRAN TURISMO 3 12%, PRO EVO 2 11%, SSX TRICKY 10%

VERDICT:
We rated it at 97% in PSM2#27 (our highest score ever), while UK sales stand at well over a million so far... No wonder *GTA: VC* strolled it. Pedants might berate the choppy frame-rate, frequent crashes and negligible glitching, but, honestly, what other game lets you fly a police chopper to the mall while listening to Mr Mister's 'Broken Wings'? The incredible *MGS2* (96% in PSM2#17) only managed 7.54% of the vote in comparison. Quality endured, with good placings for *PES2*, *Splitters 2* and – yes – *Ico*.

KEY FACTS:
Last year's top five games accounted for 69% of all votes, but this year the figure dropped to 46%. Why? With the obvious exception of *GTA: VC*, there were less stand-out titles, and a greater spread of quality. Over 60 games were nominated for the top five, from *TOCA Race Driver*, *Shadow Hearts* to *Guilty Gear X3*. Tellingly, the relatively few people who voted for *Ico* invariably chose it as their number one game.

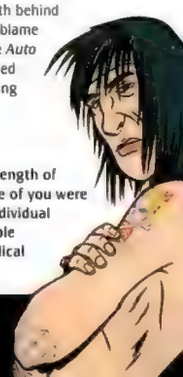
BEST PS2 DEVELOPER

WINNER:
ROCKSTAR

LAST YEAR'S WINNER:
CAPCOM

KEY FACTS:
The irrepressible Rockstar (27%) scored twice as many votes as their nearest rival Square (12%). Last year's winner Capcom (5%) could only finish sixth behind Sony (8%), Konami (9%) and EA(11%). We blame *DMC2*, coupled with underperformers like *Auto Modellista* and *Dino Stalker*. One fella voted for Team Soho (*The Getaway*) for "not giving up!" How sweet.

VERDICT:
Once again, Rockstar stroll it on the strength of *GTA: VC*, and... not... much... else. Some of you were savvy enough to vote for a couple of individual developers, resulting in some respectable showings for KCET (*PES2*) and Free Radical (*TimeSplitters 2*).

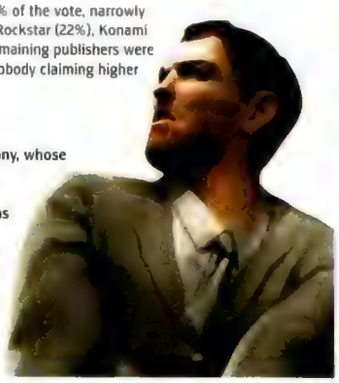


BEST PS2 PUBLISHER

WINNER:
SONY

LAST YEAR'S WINNER:
SONY

KEY FACTS:
Sony, yet again, polled 26% of the vote, narrowly beating the ever-present Rockstar (22%), Konami (18%) and EA (13%). The remaining publishers were left to scrap it out, with nobody claiming higher than a 3% share.



VERDICT:
A deserved victory for Sony, whose portfolio combined the populist appeal of *The Getaway* to intricate gems like *Ratchet & Clank*. A surprisingly low position for EA, given their success with *FIFA*, *Potter*, *Bond* and *Lord of the Rings*. It's all about the perception of AAA quality, see?

CLANKS FOR THE MEMORY: Sony's platformer provided the AAA backbone to their populist portfolio.

BEST PS2 GAME CHARACTER

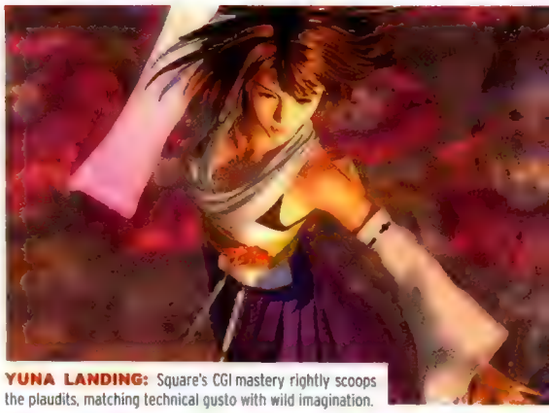
WINNER:
TOMMY VERCETTI (GTA: VC)

LAST YEAR'S WINNER:
DANTE (*DEVIL MAY CRY*)

KEY FACTS:
The stage was set for an unprecedented tie between Vercetti (22%) and Solid Snake, when a crumpled nomination form turned up *minutes* before deadline with the decisive clinching vote for Tommy, *Ratchet & Clank* put in a strong showing, earning votes collectively, and individually. For the record, Clank was twice as popular as his lug-eared chum.

VERDICT:
Vercetti nudges Snake at the final hurdle – it was the tracksuit, right? – but we suspect a return to fervent popularity for Mr Metal Gear post *MGS3*. RPG characters were popular – take your pick from the *FF10* crew – with one chap even voting for Hoover from *Army Men RTS*. Sam Fisher (*Splinter Cell*) and Mark Hammond (*The Getaway*) finished third and fourth, some way behind.

SEX IN VERCETTI: Tommy claimed the top spot at the final hurdle, a conclusive vindication for men in tracksuits.



YUNA LANDING: Square's CGI mastery rightly scoops the plaudits, matching technical gusto with wild imagination.

BEST CG (INTRO/ENDING/CUTSCENE)

WINNER:
FF10

LAST YEAR'S WINNER:
GT3

KEY FACTS:
Only one winner, with *FF10* scooping 28% of the vote, despite a late surge from *MGS2* (19%) – votes split between the incredible bridge-diving intro and the baffling moralistic conclusion. *Ico* was the only other game to make an impact on voting.

VERDICT:
A dead cert. Square's CGI mastery transcends mere technical accomplishment (Yuna's hair – wow), with devillish character design and astonishing aptitude for scale. The Blitzball intro, with intricate cityscapes correct to the last spire, is – *Onimusha* excepted – the pinnacle of virtual cinema photography.

BEST GAME MUSIC

WINNER:
GTA: VC

LAST YEAR'S WINNER:
GTA3

KEY FACTS:
Rockstar sashay home easily with over 40% of the vote, leaving poor runner-up *MGS2* (10%) blubbing into its Codec.

VERDICT:
Over 40 licensed tracks exhaustively – and definitively – chronicling the 1980s, from Latino to nu wave, diced into lobe-licking radio channels for maximum interactivity – plus the incredible value seven CD box set. We love the urgent pulses of *MGS2*'s 'dur... dur... DUR', but Rockstar have set a new benchmark for videogame – nay, compilation album – licensing.

DEFINING MOMENT

WINNER:
PLAYING GTA: VC

LAST YEAR'S WINNER:
PLAYING THE *MGS2* DEMO

KEY FACTS:
Remarkably, for such an open category, over 25% of people voted for *GTA: VC*. Most other 'defining moments' were lucky to get mentioned twice.

VERDICT:
Wellity, wellity, wellity... *what* a surprise. In fairness, a cartload of exceptional games breeze through the PSM2 office every year, but nobody has forgotten the first time we fired up *GTA: VC*, and leapt on the bike to the squeals of Michael Jackson. In fact, "Hearing Billie Jean in *GTA: VC*" was one chap's defining moment. Other moments include, "Doing the brick thing on *TimeSplitters 2*", "Completing *Hitman* on Silent Assasin", "Snake on a skateboard", and "the D-Day landing in *MOH: Frontline*". Stranger suggestions include: "Driving around London in *The Getaway* (I used to be a courier)", "Playing *Splinter Cell* on Xbox", "The Hunt for Bin Laden... er, what?" and – office fave – "December".

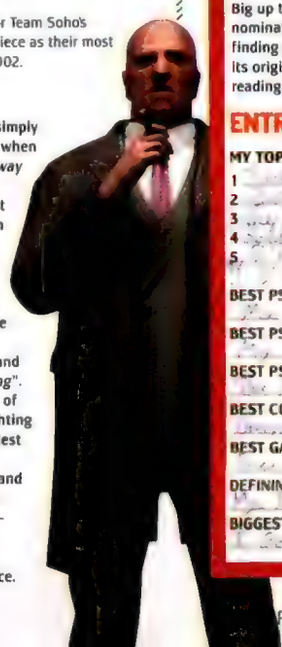
BIGGEST DISAPPOINTMENT

WINNER:
THE GETAWAY

LAST YEAR'S WINNER:
MGS2 DELAYED

KEY FACTS:
Over 22% of you voted for Team Soho's hype-afflicted, gangsterpiece as their most disappointing game of 2002.

VERDICT:
We suspect some were simply echoing our sentiments when we nominated *The Getaway* as "Most disappointing game of E3 2002", but it did cost several squillion squid and take over three years so, er, we agree. Loads mentioned the *Tomb Raider* delay, but notable grizzles included "No scrolling beat-em-ups" and "*Simpsons Skateboarding*". We suspect at least *one* of those came from 2D fighting zealot Joel Snape. Weirdest moans were: "No Volvo XC90s in *The Getaway*" and "The lack of games that came out". Yes, indeed – with only 300+ PS2 releases last year, we're *desperately* low on choice.



"HEARING BILLIE JEAN IN VICE CITY WAS ONE CHAP'S DEFINING MOMENT"

>INSANE 7U7X

MADDEST READER AWARD

Big up to Bradley Dennis of Essex, who managed to use his nomination form as a political springboard, while still finding room to namecheck his arse. His form is printed in its original glory below. For the record, if Bradley's mum is reading, have a Gary Lineker-style 'word'.

ENTRY FORM

MY TOP FIVE PS2 GAMES OF 2002, IN ORDER, ARE:
1
2
3
4
5 Winning crap

BEST PS2 GAME DEVELOPER OF 2002 IS:

BEST PS2 GAME PUBLISHER OF 2002 IS:

BEST PS2 GAME CHARACTER OF 2002 IS:

BEST CG (INTRO/ENDING/CUT SCENES) OF 2002 IS:

BEST GAME MUSIC OF 2002 IS:

DEFINING MOMENT OF 2002 IS:

BIGGEST DISAPPOINTMENT OF 2002 IS:

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK NOVEMBER 2003

THE LORD OF THE RINGS: THE RETURN

"IT'S A BIT LIKE HAVING YOUR FAVOURITE MOVIE TRANSFERRED TO SHINY DVD

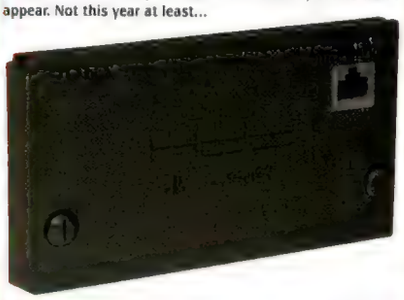
All Orc and no play? Think again. EA's stunning battler axes the linearity of yore, for multi-path co-operative play and a pint-sized measure of stealth. Grab a friend... it's Mordor on the dancefloor. **BILBO BAGGINS:** Daniel Dawkins

"The year of the Matrix?" Pah. In three months' time, one film will rule them all. Such is the fervour surrounding Tolkien's massive trilogy completing blockbuster, that even the Wachowski brothers are falling over themselves to "dodge this". Their megabucks threequel, Matrix Revolutions, debuts on November 7th, over a month before Return of the King. Heck, even Agent Smith, played by aussie actor Hugo Weaving, is taking the hardline to Middle Earth, appearing as Elven Elrond in ROTK. On December 17th, the sound of inevitability will be the tinkle of cinema till receipts announcing the biggest film of the year. Oh, and the whirr of EA's breathtaking sequel firing up in a million PS2s...

You ROTK going to be huge. Say what you will about the game's prequel, LOTR: The ▶

TOLKIEN ONLINE?

With the newly installed co-op mode, *LOTR: ROTK* would make a perfect online beat-em-up. Think about it: leading a gang of human controlled characters – Aragorn, Gimli, Legolas, Frodo... with you as a staff-waving Gandalf – charging towards Pellenor Fields into a sea of 100,000 Orcs... It's enough to make us weep with glee. And with EA committing their online efforts to PS2, surely it could happen, right? Well, er, maybe. Producer Neil Young refuses to be drawn on a definite answer, but adds, "Online play? Not sure. In reality, how many people are playing online using consoles? But as a gamer who's played online, that would be cool." Young clammed up mysteriously at this point, but if we were pressed, we'd have to say online *won't* appear. Not this year at least...



NET MIDDLER: EA's only online game will be *FIFA 2004*, though the situation should change dramatically by next year.

"EVEN AGENT SMITH IS TAKING THE HARDLINE TO MIDDLE EARTH, AS ELVEN ELROND"

TROLL EDMONDS: [illegible]

OF THE KING

SURROUND SOUND WIDESCREEN-O-VISION WITH LOTS OF SPANKY EXTRAS"

COVER GAME

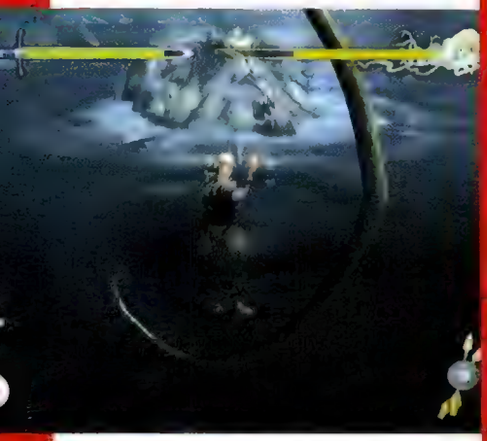
PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

BOSSES – "LIKE SKINNING AN ONION"

Internet message boards were frothing with bile about the 'The Watcher', a somewhat – let's be polite – *obscure* boss from *LOTR: The Two Towers*. You, er, had to parry the tentacles, run in and slash 'em, get out the bow, and... well, let's say the solution wasn't obvious – described as "Slash Wank" by producer Neil Young in last month's PSM2.

The good news is, the boss battles will be more evenly structured in *ROTK*, comprising every major showdown from the forthcoming film – including confrontations with giant spider Shelob, the Witch King and finally mighty Sauron. A welcome relief, really, since *TTT*'s didn't even include Gandalf's epic duel with the Balrog. Which really got our egg on. Er, anyhow...

Battles will be "richer and deeper," explains Young in classic blandified EA speak, which basically means they'll be 'better'. Poking Young till he gurgled sense, he talked us through the battle with giant spider Shelob. The battle will use foreshadowing, so you get glimpses of Shelob – her huge legs and so forth – poking through the scenery to create tension. She'll be whipping around the tunnels, above and below, before you reach her lair. She'll also be preparing Frodo to be strung and eaten, so you'll have to work dead fast against a timer. Don't worry, you'll have already seen her attacks before the battle begins, so there'll be none of this Watcher-style nonsense. You'll have to distract her from Frodo and hit her weak spot (same as the book/film) as she clambers about the multiple layers of the webbed lair. Young describes the battle as like "skinning an onion", only without the tears and general smell.



UGLY SQUID JOE: The Watcher boss from *LOTR: The Two Towers* drove most people insane - the sequel will be kinder.

DRAGON REELS: Gandalf uses [illegible] to reach the spire in time to prevent the Ring Wraiths from causing serious damage.

SWIPE CLEAN: Gandalf's surprisingly adept at hand-to-hand combat [illegible] with a mighty sword.

CARELESS ORC COSTS LIVES: Gandalf's magic attack are slow, so retreat to a safe distance before using them!

▶ Two Towers, but there's no denying its sensory splendour and massive sales. When the stirring movie footage segues seamlessly into in-game graphics, even the most hard-core onlooker is obliged to coo, ooooh, blimey, in respectful deference. Played on a widescreen plasma TV in surround sound digital razzle-dazzle, buffeted by a fully surround sound system you couldn't imagine a more beautiful or breathtakingly engaging game on PS2. Except, er, until now.

ORC AND MINDY

Technical wibble first. According to Neil Young, Producer of *LOTR: ROTK*, "The sequel uses twice the number of polygons for each character, with four times the number of characters on screen. At max mum capacity, that's 40 medium resolution characters on screen, using 1600-2200 polys each, at 30 frames per second." In actual non-maths-speak that means you'll be able to see the contours on Aragorn's rugged face, or the knotted hair swaying in Gimli's beard.

Trust us, we've played it. The in-game characters are dead ringers for their real-life counterparts and the action – however chaotic it may be – runs smoother than Thierry Henry in velvet slippers.

A common misconception was that you could complete *LOTR: TTT* using only one button: The Whack button. This is utter nonsense. You needed two. No, er, seriously. While it was possible to slice through legions of the rabble Orcs using only the Slash command, you couldn't reach the end of the game without mastering the subtler combos and making timed use of the Parry option, leaving yourself valuable fractions for a counter attack. That said certain members of the PSM2 team insist they almost finished the game by mashing Slash and Parry simultaneously. Surely this poses a slight problem for the sequel?

It's OK for the player at the end of a level to put down the controller and go "Ow shit, my ▶

"A COMMON MISCONCEPTION WAS THAT YOU COULD COMPLETE LOTR: TTT USING ONLY ONE BUTTON. THIS IS UTTER NONSENSE. YOU NEEDED TWO"

BEAT MANIA

Like all good beat-em-ups – well, if we're honest, really old comparatively rubbish ones like *Double Dragon* – *ROTK* uses a beat structure combat system. Eh? Well, this means that the more audacious the attack, the longer it takes for you to perform, enforcing tactical planning of combos. Confused? We doubt it, but just in case that's mussed up your head, follow our handy guide below.

ACTION BUTTON
MOVE: Using objects
TIME: One beat
USEFUL WHEN: Using any object against a foe, like a catapult or a spear.

STANDARD ATTACK
MOVE: Slash
TIME: One beat
USEFUL WHEN: Plowing into a sea of cloddish Orcs.

HEAVY ATTACK
MOVE: Lunge
TIME: Two beats
USEFUL WHEN: Attacking isolated Uruk Hai or finishing off smaller packs of Orcs.

KILL MOVE
MOVE: Sword plunge
TIME: Three beats
USEFUL WHEN: Standing above a fallen foe with plenty of space around you.

ORC THE SLAYER: Just look at the number of Orcs swarming around Southern Gate – up to 50 enemies on-screen at any one time.

▶hand! I want to retain that – but I also want to create bigger moments," reveals Young. A key addition is the use of the right analogue stick to initiate multi-direction attacks. For example, if an Orc attacks from behind, a reverse sweep of the right stick would flick your sword backwards into his guts without changing your character's point of attack. This feature's yet to be implemented in the code we're playing, but Young assures us it's only a matter of time.

GIMLI SOME LOVIN'

The environments are now fully interactive, with players leaping between levels – for example, the multi-level ramparts of Minas Tirith – and using objects in the scenery. In Southern Gate (about two-thirds of the way through the game) you can press ▢ to activate catapults, shattering the distant towers manned by Orc archers. Alternatively, you can pick up felled warriors' spears and use them at incoming foes for a direct kill. In the Minas Tirith level Gandalf is able to kick down ladders and use the ramparts' shattering grappling hooks to swing between buildings. Scenic, oldey – and we'd have settled for a Starmail Starlift.

Characters will be more clearly defined. Aragorn (legolas and Gimli are brawlers, Frodo and Sam will use stealth and ingenuity while Gandalf will be the leader figure, placing greater emphasis on magic like the previous game. Once you've committed to building up a character's stats it's best to stick with them to the conclusion. Attribute levels range from one to about 20, with a slew of Tekken-style combo attacks to be purchased, plus – get this – upgradeable weapons. Expect two secret characters including – if Young's candid Freudian slip can be believed – Gollum.

The story follows multiple routes, contrasting with the linear nature of the original. The game begins at Helms Deep, where you can choose to follow fairly-bearded Sam and Frodo to Mount Doom (including a salacious boss battle with giant spider She-Ob) lead Aragorn and pals into the Swamps of the Dead, or join beardy-old Gandalf in defending Minas Tirith. The level objectives divide into three categories. Survival levels based on time and performance. Arena-based levels where you've got to destroy absolutely everything, and 'travel' levels where you simply have to get from A to B. Sadly, for nimble-footed cowards, combat is the only way you'll build up your experience points and earn better combos. ▶

INSIGHT

There's a huge digital clock in EA's Redwood Office, counting down the days until the game's release. When we visited the team, there were 73 days, five hours and 32 seconds to go, so by the time you read this, they'll be entering the last 50 or so days of development.

LAVA OF ALL HEADACHES: Gimli got the interactive environment to best use by shooting lava onto unsuspecting trolls.

GATE EXPECTATIONS: You need to defeat key villains to [illegible] through the level.

"THE ENVIRONMENTS ARE NOW FULLY INTERACTIVE, WITH PLAYERS USING OBJECTS IN THE SCENERY"

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

THE NEXT LOTR GAME?

When EA first announced the *LOTR* licence, the press release discussed the possibility of an RTS/RPG strategy game to follow the action-based movie conversions. In fact, the issue was addressed by a charming German journo during our chat with Producer Young: "Vot is happening viz ze RTS game zat you announced?" Young 'oohed' and 'aahed', backtracking wildly before summarising, "Let's just say, given a universe like Middle Earth, we would want to service key genres by putting our expertise toward it." And what does that all mean? Well, for the record, EA also own Westwood Studios, the team responsible for the *Command & Conquer* RTS series of PC and PSone fame. Expect top-down mini Orc battles coming soon...

RTS RED ROCKS: Expect the real LOTR RTS to be a lot better looking than this shot from classic *Command & Conquer*. There'll be a lot more Orcs and beards for a kick off. No, seriously, it'll be gorgeous.

PROJECTILE COMET: [illegible]

SLAIN TO REST: [illegible]

STAFF AT THE TOP: [illegible]

RING MATHS

EA are experts of the corporate mantra. "It's in the game" it's in the game "Challenge Everything" – you know the deal. Their latest trick is to constantly refer to games using buzz words, hence Young's constant repetition of "Previously the game was *Golden Axe* (legendary '80s side-scroller) meets *Devil May Cry* meets *Lord of the Rings* – but now it's more like *Gauntlet* (legendary multiplayer beat-em-up)". Young used the word *Gauntlet* about ten times during our interview. To save him further repetition, we've crafted a handy mantra-gram below, so he can give them out at parties and make more friends. Behold.

"PREVIOUSLY THE GAME WAS GOLDEN AXE MEETS DEVIL MAY CRY MEETS LORD OF THE RINGS"

GOLDEN AXE

BEARDS

THE TWO TOWERS

STREETS OF RAGE 2

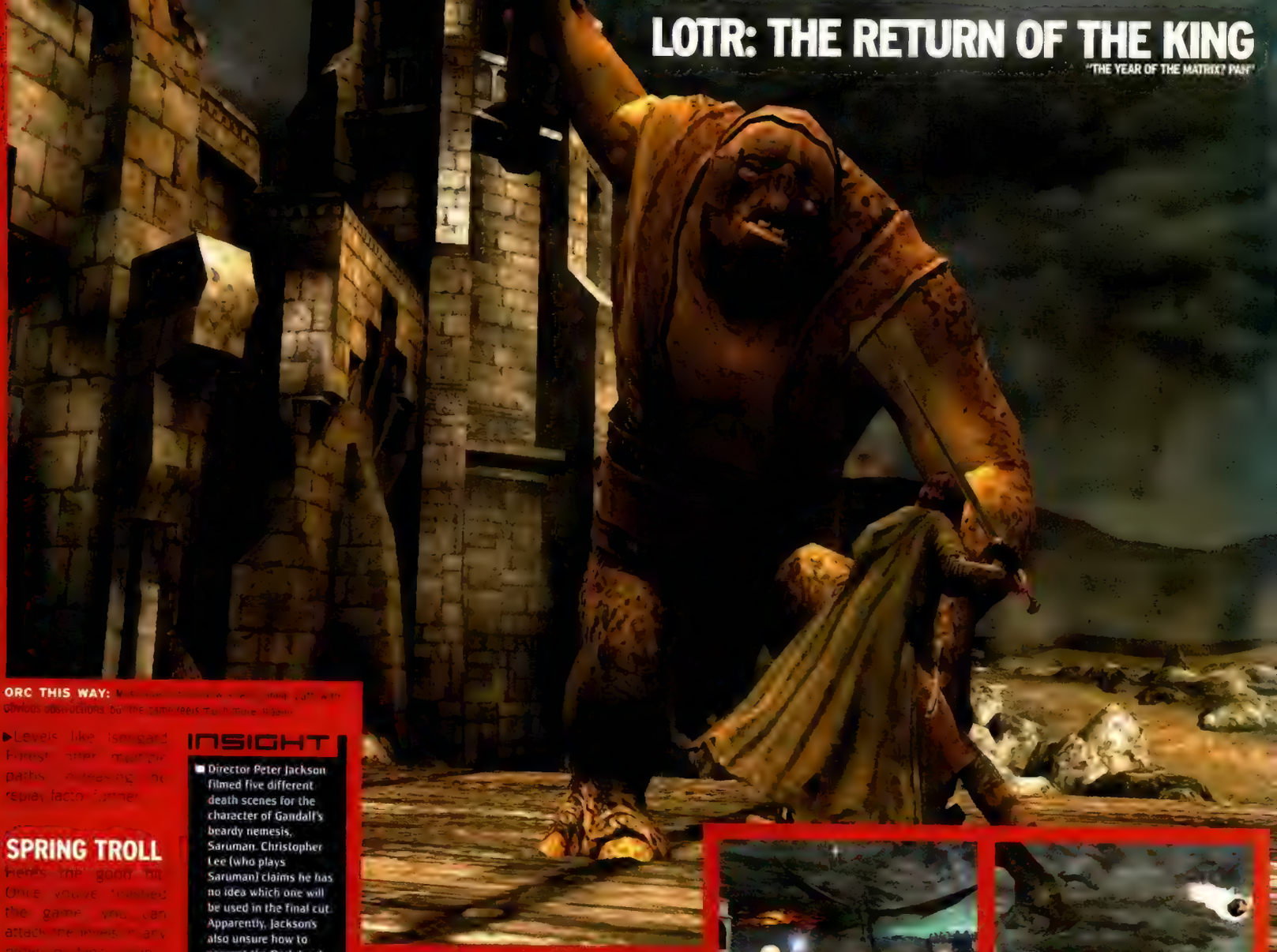
GAUNTLET

STICKS

RETURN OF THE KING

LOTR: THE RETURN OF THE KING

"THE YEAR OF THE MATRIX? PAH"



ORC THIS WAY: [illegible] with obvious observations by the camera as the movie plays.

▶Levels like Isengard Forest offer multiple paths, encouraging the replay factor further.

SPRING TROLL

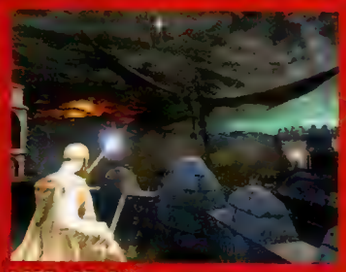
Here's the good bit. Once you've finished the game you can attack the levels in any order you fancy, even magically plunging a level 1 Frodo into a scrum of orcs. Hah! At Peterloo Fields, holding only a garrison pennant, Aragorn wields the really good bit. After you've finished, you can replay the game in co-operative mode with a pal. Naturally you could do this the first time round, but there's nothing like taking two fully statted players, plus extra, and conquering foes like Gimli and Legolas at the [illegible] mode. How many? 20? Seven? Stepping in and out of Orc's robes. Make that 24.

INSIGHT

- Director Peter Jackson filmed five different death scenes for the character of Gandalf's beardy nemesis, Saruman. Christopher Lee (who plays Saruman) claims he has no idea which one will be used in the final cut. Apparently, Jackson's also unsure how to present the Dark Lord Sauron in ROTK. The dichotomy? How to present the source of all evil as being more menacing than a single wobbly eye, without resorting to Darth Vadar levels of camp.

Like all good co-op games, *ROTK* strikes a balance between jeopardy and competition. For example at Southern Gate players can work as a team, one fighting back the hordes while the other sets off catapults. Here's the catch – both players only have one life. You can resurrect your partner, but only by sacrificing half your health. For example if you lag, your fallen buddy when you've got 50% health you'll respawn 25% sharing the remainder with you pal. There might be two of you, but your chances of survival are less. According to young Peterloo Fields might even be a co-op exclusive level.

With over an hour of exclusive footage available over a month before the film



LORD OF THE WINGS: [illegible] cutting corners – you'll fight every big boss on the movie.

CLOUD CONTROL: Wait until you see the skies swirling in real time – the effect is astonishing.

"HERE'S THE REALLY GOOD BIT. AFTER YOU'VE FINISHED, YOU CAN REPLAY THE GAME IN CO-OP MODE WITH A PAL"

DVD ACTION

Bless my troll, we've got a sizzling chunk of footage on this month's DVD. Load it up right now for a serving of Orc pie.

EA's movie sequel isn't re-writing but gilding the movie-licence rulebook. Truthfold it's not a huge step from the original but, hey, who cares? It's a bit like having your fave movie transferred to shiny DVD: surround sound, widescreen cohesion with lots of sparkly extras. Heck, and only a curmudgeon would deny that the games – y'know – fun, fusing scintillating visuals to gratifying combat with a lesson in hardcore depth. "The Year of The Matrix"? Pah. Welcome to the real world, pal. And hey, why while you're at it, why not grab an axe and help us out? Gyahhhh PSM2

Be patient – it's out in November.

TROLL LOTTA LOVIN': We have the first screenshots of Sam and Frodo [illegible]

HANDS-ON VERDICT

It's all about scale. While the staples are basic, the depth of the action batters your breath. After charging Gandalf around Southern Gate, we had to be forcibly separated from the pad. The level of detail is incredible – allies squeal, fireballs explode into piles of rubble, Orcs pour in from all sides... It's even more intense than Helms Deep in *TTT*. You're constantly running between objectives, creating a choking sensation of urgency. You haven't got time to notice that you're just tapping a few buttons. In fairness, the extended combos promise depth and the co-op mode provokes frantic camaraderie. Ultimately, it's a beat-em-up, but there won't be a more cinematic, authentic or stirring game in 2003.

You'll love it because

[illegible] you're [illegible] with friends.

You'll hate it because

You despise the Tolkien thang and loathe beat-em-ups.

ORIGINALITY ★★★★★
HANDLING ★★★★★
PRESENTATION ★★★★★

INFO

- **DEVELOPER** EA Redwood Studios
- **PUBLISHER** EA
- **GAME TYPE** Action adventure

ANTICIPATED FEATURES

- Six playable characters – Aragorn, Legolas, Gimli, Sam, Frodo and Gandalf – plus four hidden characters.
- Over 12 levels.
- Exclusive movie footage.
- Full musical score.

WHERE IT'S AT...

- We're playing a two-level demo, but the game's sure to meet its release date.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST! プレビュー

トクセンショウホウ

SUN? DID YOU SAY 'GUN'? GUNS WE UNDERSTAND. BUT SUN? WHAT'S THA... AAAAAAH! MY EYES!

JONNIE

Summer's here and, by rights, we should be outside the office, larking about in our briefs, turning redder than Patsy Palmer's hairpiece and breaking all the rules down our local swimming baths. Instead, such is the aftermath of this year's E3, we're sitting (No Spitting) that's 'sitting' here in the cool dark comfort of the PSM2 games room, blinking like moles, slowly frying away the outer layers of our retinas.

Why? Well, we're in the enviable position of having a streak of quality that's just gone and run (No Running) away with itself. The lack of game innovation's always been a pet (No Petting) hate of ours (and yours, judging by the past few months' letters pages) but, this month, there's no shortage of it, as you'll see.

Freedom Fighters is back with one of the best squad command systems ever invented, *Indy*'s whip has given the *Castlevania* boys something to think about (let alone Lara – but more of her on pg62), and the hoverboard mechanics of *Jak 2* are ducking marvellous (No... You think we should get out more?). Anyway, the bottom line is: there's just too much goodness to go round. Come see...

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK OCTOBER

BROKEN SWORD THE SLEEPING DRAGON

Fed up of falling on your ass every second? Shot your share of Doberman's? We might have the ideal alternative...

ANYONE remember adventure games? The thrill of finding a 'mug' hidden in a 'dark hallway'? The excitement of encountering a 'troll' in the 'stinking dungeon'? The sheer, finger trembling anticipation of tapping in 'hit troll with mug'?... Well, the adventure game is officially back.

So things have changed – for the better – but deep down in its mischievous hexagonal-key-into-hexagonally-locked brain, *Broken Sword* is a traditional adventure game at a time when everyone else has gone stealth 'n' gunplay mental.

And developers Rebellion are crazy eager to distance the game from the likes of *Tomb Raider* (which is ironic really, given the new *Broken Swordy* talking bits in the latest game). *BS: TSD* is all about adventuring, traditional discovering, by-the-rules exploring and solving puzzles – not inch-perfect jumps and boffing off dogs on auto-pilot.

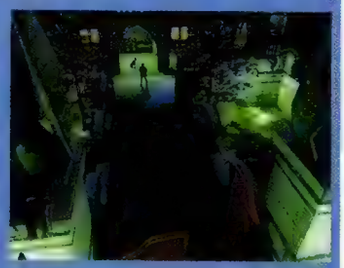
If you've played either of the old *Broken Sword* games you'll already know about the multiple characters, locations, plot twists and hours of dialogue a *Broken Sword* game involves. They require the kind of life investment usually given to raising

"BS:TSD IS ALL ABOUT ADVENTURING, DISCOVERING AND SOLVING PUZZLES"

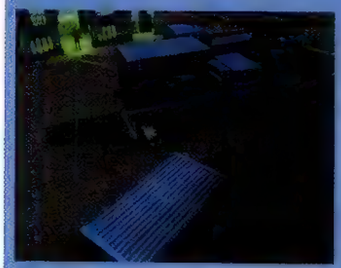
STEALTH CLUB

1 It might be adventuring at its most classic, but it's still got the obligatory stealth elements in there. Here, you've got to avoid guards and their keen-nosed canines to get George into the castle. The game ends if you're spotted (there's no health bar in *Broken Sword*) so planning the best route through the grounds is essential.

CREDIT GUARD: Chat with the guard at the door or create a distraction to sneak past.



CANINE DRIP: The guards and their dogs patrol in set routes. Time your infiltration carefully.



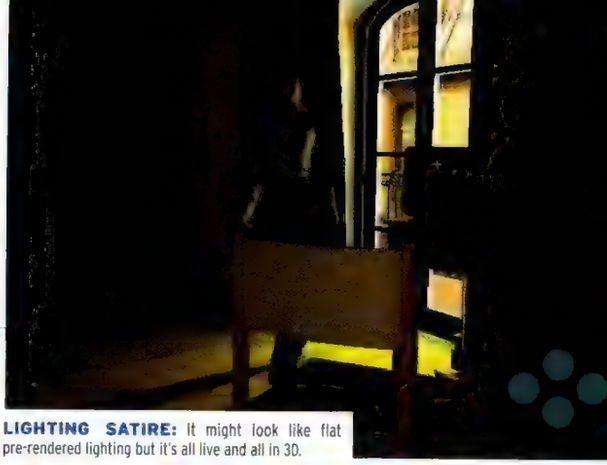
CRATE ESCAPE: Make use of the crates to keep out of the guard's line of sight.

SHOVE AFFAIR: Rearrange the boxes to form a convenient staircase up to the next level.

FRUIT AND LEDGE: Now you can shuffle along, out of sight, while looking for an open window.

ART OF LIGHTING

2 The main attention grabber to *Broken Sword* is the distinctive look of the game. All the textures and characters are first hand drawn, and then lit with a real-time lighting effect to look, well, real. Just look at those lovely shadows.



LIGHTING SATIRE: It might look like flat pre-rendered lighting but it's all live and all in 3D.

FEARGAL PARKY: Look at the way the trees cast shadows on the grass. Now that's pretty bloody clever.

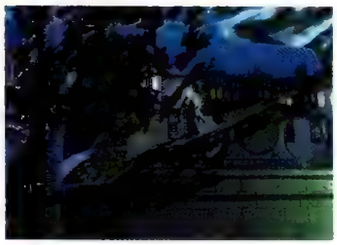
STREET OF ENGINEERING: Check out this Parisian street scene. See the real-time shadows at Nico's feet?

GLASS ACT: The light comes through the window and is blurred by the glass giving a realistic fuzzy edge to the outline on the floor.

children or building tiny ships inside bottles. What you won't have seen however is the full 3D world the game now lives in, and the new direct control method, allowing you to 'drive' characters around rather than blindly guide them with clicks on the screen.

George and Nico, the stars of the first two (and, it should be noted, pancake-flat 2D) games are back and looking better than ever. George reminded us of a Mummy-worrying Brendan Fraser, all five-o-clock shadow and floppy coiffure. Nico (the thinking man's adventure crumpet) is sexier than ever. However, despite cultivating adventure gaming's most famous unrequited sexual frisson, George will be keeping his pantaloons strictly waist level throughout.

This time the adventure takes him from way down deep in the middle of the Congo, to Paris, to Prague, to um... Glastonbury. Yes, the mystery of 'who drunk all the special brew and stormed the perimeter fence' must be solved! We've seen Parisian streets, erm, Prague streets, some lush junglism and an almost authentic Glastonbury town centre – minus shop and pub names, a few crystals and a pile of dozing crusties.



THE WALL GUY: And there's no need to worry about falling off - *Broken Sword* is nice like that.

THE CHAT LADY SINGS: You can talk to anyone you meet. Some will have vital information.

"AFTER SPENDING A WEEKEND WITH LARA, THIS MADE US WEEP WITH JOY"

And solving such puzzles is the play of children thanks to the new control system. They aren't lying when they say that the *'Sword* is nothing like *Tomb Raider*. It might look similar (character in the middle of the screen wanders about, camera follows) but *Broken Sword* does all that jumping, dangling and arsing about for you. Spend five minutes lining up for a jump then suffer a costly instant death? Not here, mate. The *'Sword knows* what you want to do, and telling your character to pick up an item, open a door or leap a deathly crevasse is a matter of waving them in the vague direction of the required object and pressing one of the four buttons that appear at the bottom right of the screen. In fact it's *impossible* to fall to your doom anywhere in *Broken Sword* because the game won't let you. After spending a weekend trying to get Lara up a bloody fire escape, this is enough to make us weep with joy.

Graphically the game is top notch. There's a brain-load of detail in every frame and the real genius move is teaming the hand-drawn textures with the most realistic lighting engine ever conceived (we're told). Seeing

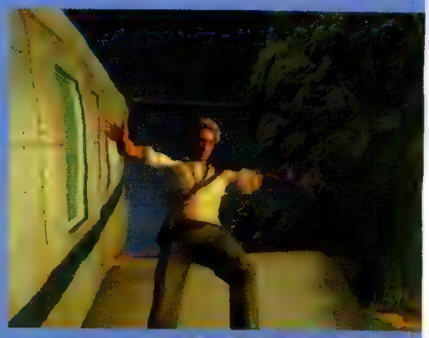
PSM2 FIRST PLAY

BROKEN SWORD: THE SLEEPING DRAGON

CLIFF RICHES

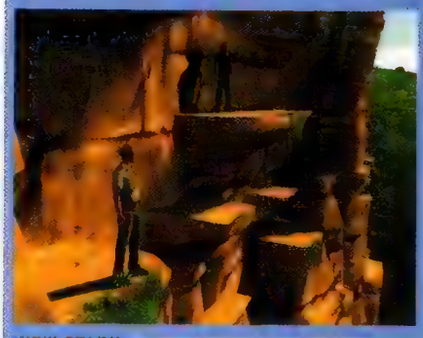
3

PLANE RICHIE:



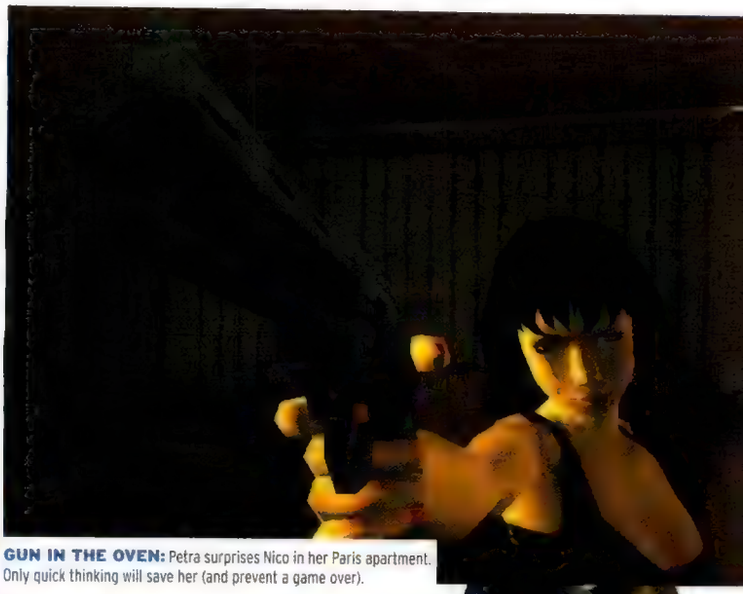
SLIP OF FOOLS:

FACE RELATIONS:



VIEW STARK:

IT'S YOUR BOUND:



GUN IN THE OVEN: Petra surprises Nico in her Paris apartment. Only quick thinking will save her (and prevent a game over).

DODGE PRETTY

4 There are occasional, genuine action elements to the game. The camera will go into cutscene mode as characters interact then leap back into interactive mode giving you a split second to move or grab an object. If you're quick enough, you can grab a saucepan and smack Petra in the gob with it before she shoots you.

CHANGE REACTIONS: You've got to press 'action' quickly to grab a pan and biff her one.

HANDS-ON VERDICT

5 It plays like a proper PS2 game rather than a PC spod-em-up, thank Jehovah. And the active menu system (where you are only offered options when options are available to you) puts an end to wandering aimlessly about, trying every key in every lock, falling off things and generally trying to open *everything* – ie, pretty much everything you ever hated about adventure games. That said it might all be a bit leisurely for some. This is a game where you can put down the pad mid-level, go and have your tea, then carry on playing without a hitch. No health bars, no weapons, no ammo, just a lot of very clever, brain tickling puzzles – and a hell of a lot of movie-quality dialogue and voice acting.

You'll love it because:
You can finally play an adventure game without falling off things or getting shot by people you can't see

You'll hate it because:
There are no guns in the game. And therefore no shooting. At all

DVD ACTION
Bonus! We've got exclusive Hands-On footage of *Broken Sword* on this month's DVD. What are you waiting for?

ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★★

BROKEN SWORD

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

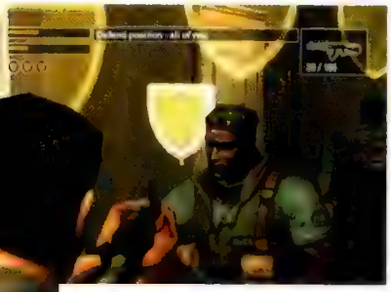
solid 3D comic-book characters casting perfect real-time blurry shadows really gives the game a unique look. We'd have preferred it if the camera did a little more tracking, however. At present it'll do the odd pan and tilt but most of the time it switches 'cinematically' to a different angle when you disappear out of shot. Given that the world is built out of proper 3D graphics (allowing total camera freedom) we'd have preferred some cheesy long sweeps and *Raider*-style tracking cams to show it all off a bit more.

But with the graphics and game engine intact it's now down to how the plot pans out. Too much dialogue or one too many obscure puzzles (anyone remember the goat 'n' ladder puzzle from the first game?) and they could fudge up a real winner. Better than *Tomb Raider*? It's heading that way. PSM2

Out in October

U.S. OR THEM

1 At the start of the game, you're just your average Joe – a patriotic American doing his duty. As your exploits get around, though, you gain charisma, which gives you more 'slots' to recruit extra team members, up to a maximum of 12. By that time, you're a legend, draped in old glory and humming the star-spangled banner.



YANK MARVIN: These courageous boys and girls form the backbone of your fighting force.

DUMB 'N' COKE: Why run the risk of getting shot? Just send one of your team to certain death.

EXPECTED UK AUTUMN

FREEDOM FIGHTERS

SPRAY IT LOUD: The corridors and slums are full of jingoistic 'Better red than dead' graffiti.

Looks like Charlton Heston was right all along – time to fight for life, liberty and the pursuit of Happy Meals...

FRIENDSHIP! **Co-operation! Proclaim the banners outside the Commie-occupied TV building, now a sinister dispenser of Soviet propaganda. Yeah, that's the spirit. Let's send in our flag-salutin', second-amendment cherishin' guys and gals to show them some co-operation – US style. It works beautifully – within seconds the room's a hail of automatic fire, leaving us free to negotiate the barricades and shove a pineapple up the Russkies' collective ass. Friendship? Yeah, right. Take that, pinko scum. And God bless America.**

PSM2 FIRST PLAY

Though *Freedom* is being developed by *Hitman* bods Io Interactive, they're about as different as apples and ladders. Io trademarks like dramatic Gregorian chant music and smart, sneaky bad guys remain, but while *Hitman*'s all about being quiet, *Freedom*'s emphasis is firmly on *loud*. Each level's a pitched battle full of barked orders, explosions and heavy gunfire, and rapid improvisation is much more important than any careful planning.

Skirmishes are lightning-quick, thanks to an order system that's intuitive enough to use even in the thick of combat. Tap an order button and one team-member obeys – hold it down and the whole team falls into line. There are three basic commands, but the team uses its initiative – so 'scout' doubles up as the 'attack' command, and 'defend' works like 'cover me.' Mercifully, they're also smart enough to navigate alone, so if you tell them to fall back to your position, they're unlikely to get lost. Though your team varies from mission to mission, you're able to recruit more red-blooded guerillas to your side, increasing your charisma by completing prisoner rescue and sabotage sub-missions. If you capture a wounded Commie, it's even possible to coax him over to the Land of the Free by sharing some all-American health care. Or you could, of course, just shoot him.

"EACH LEVEL'S A BATTLE FULL OF BARKED ORDERS AND HEAVY GUNFIRE"

So far, it sounds like some sort of universally appealing Jonnie Game, but here's the scarily brilliant part – it's got four-player deathmatches. Except it isn't just the *four* of you – it's you *and your squads*, all battling to occupy as many bunkers as possible and swipe flags in the ruins of New York. We can already hear Jolly Green Bryant's excited yelping.

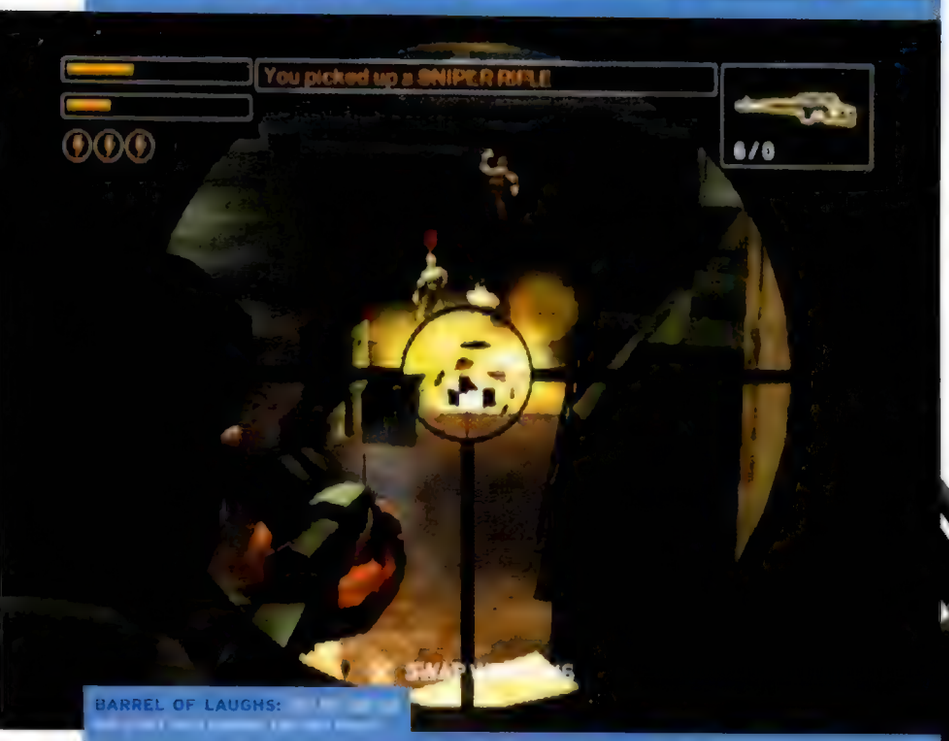
A bit like *Project Eden* (but fun) or *State of Emergency* (with a point) is about the closest we can come to describing *Soldiers of Liberty*. It's fast, fun, and packed with good ol' sody-pop lovin' jingoism. Freedom tastes pretty darn sweet. **PSM2**

Should be on its way by autumn.

LEADER OF THE PACK

2

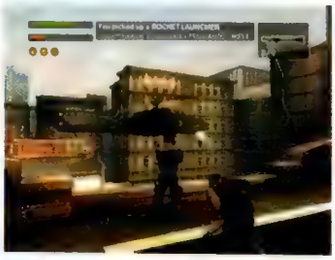
FLANK SPENCER:



BARREL OF LAUGHS:

ASSAULT AND PEPPER:

SHOOTY 'N' SWEEP:



HELI FURTADO: The chopper's a complete menace if your team's exposed on a rooftop...

COPTER LOAD OF THIS: But Uncle Joe's flimsy design can't stand up to ballistics.

TANK SINATRA: Criminy - it's that pesky Soviet technology. How can we possibly...?

ROCKET MAN: Oh, right, of course - the bazooka. Eat kaboom, Johnny Cossack.

HEAVY METAL

3 Every so often, some heavy artillery turns up to foil your star-spangled plans. At this point, it's best to get your team to cover using the 'Stay here' command – they'll make a run for it if the bad guys get too close. With the chopper/tank/truck distracted, you're free to scour the surroundings for inevitable handily-placed bazookas, dodging enemy fire as you go. Then it's one in the pipe for Dmitri and whoops all round from the home team. U-S-A! U-S-A!

TOOLS OF THE TRADE

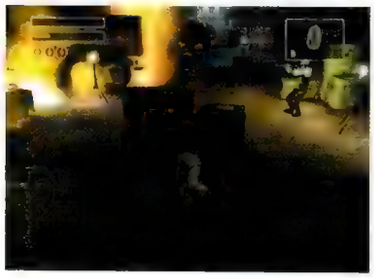
4 The inventory's a zippy little number – once you've memorised the layout, it's simply a question of flicking the D-pad in the direction of the thing you want selected, all in real time. Chris can't carry much kit, which keeps things pacey.

C4
Explosives take a few seconds to set, during which time you're completely vulnerable – that's why it's important to have a team covering you. They'll automatically retreat to dodge the forthcoming blast. Which is handy.

MACHINE GUN
The standard types are AKs and snubby stubs – all easily looted from dead Lenin-lovers. Clicking L3 down flicks into first-person mode – good for precise shooting, and it lets you tell the troops exactly where you want them to go.

SPANNER
If you're short on ammo or need to unclog a sink, the spanner's your Commie-clouting friend. In a cheeky nod to Mario, Chris is a plumber by profession, eventually evolving into a battle-scarred freedom fighter with a wardrobe to match.

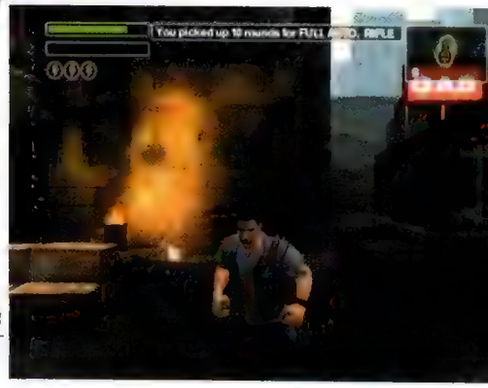
GRENADES
You can wind up and throw grenades on the move – perfect for taking out heavily fortified positions while your team keeps the Russkies' heads down. If they see it land, they'll make a break for it, leaving your team to mop them up.



MOLOTOVS
The cheap 'n' cheerful alternatives to grenades don't pack as much wallop, but they go off on impact, making them a lot more useful in a running battle. Chris does a brilliant little bounce as he chucks them, making him look like a proper little rioter.

PISTOL
There isn't much ammo for your sidearm, but it's a reliable back-up shooter. Chris can only carry one double-handed weapon at a time, so if he's running around with a sniper rifle or bazooka, he'll have to flick to this for in-fighting.

FIRST AID
Health can be handled in two ways – either as an automatic recharge, or via the more laborious process of running off and bandaging yourself up. Don't hog all the medikits, though – if your team-mates get injured you'll have to spread the love across no-man's land.



OH SAY, CAN YOU SEE...

5 *Freedom*'s gun turrets are a sheer joy to use. Slightly stupidly, the Commies tend to leave them pointing into their [illegible]

COMMIE AS YOU ARE: Collectivise *that*, comrade. Another victory for the New York boys.

DVD ACTION
There's an interview with Io Interactive on DVD 37, and footage on DVD 36. Of course, we'll have bags more on this one in the coming months.

HANS-ON VERDICT

6 Yee, and indeed, haw. The beauty of *Freedom* stems from its slick, idiot-proof controls. Learning the three order buttons and the commands to access each weapon takes literally a couple of minutes, after which you're free to unleash all-American hell on lady liberty's ushanka-wearing enemies. Healing troops and swapping weapons are equally intuitive – tap ⊗ for either. Even disengaging from a gun emplacement's as simple as pulling the stick away from it. With none of the frustration of more po-faced squad-based actioners, you're able to get on with the mayhem. And there's plenty of that – stacks of onscreen enemies, colourful explosions and constant chatter from team-mates and Stalin-huggers alike puts you right in the thick of the action. Hot-diggety dawg.

You'll love it because...
It's squad-based action, only without dumbass team-mates and tedious order systems to cope with.

You'll hate it because...
It's a slightly sinister endorsement of Uncle Sam's red-snuffing McCarthy era. Or a dazzlingly ironic comment on their current foreign policy. We can't tell. And you're not sure which is worse

ORIGINALITY	★★★
HANDLING	★★★★
PRESENTATION	★★★

FREEDOM SOLDIERS OF LIBERTY

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- Machine guns, rocket-propelled grenades, and Molotov Cocktails.
- Environments and the seasons evolve over time.
- Enhanced rendering technology that leads to special effects such as real-time lighting, rain and explosions.
- Four-player.

WHERE IT'S AT...
- The two-level E3 demo we have looks finished so the rest of the game can't be far behind.

Target No. 1

Distance_____
No. of Shots_____
Score_____
Name_____

RESIDENT EVIL™ DEAD AIM

CAPCOM
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PlayStation.2

G-con 2

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EXPECTED UK SEPTEMBER

LARD TARGET: This fat wad is Krew. He commissions Jak to head out into the wastelands for him.

THIS GUN'S FOR HIGHER

1 Jak's future world is a far cry from the pastoral roots of the prequel. Everything revolves around the back streets of a dirty 'ol city called Haven and yet, even here, our heroes find the odd associate who'll give them a break. Seems the only way to get back at the Baron who messed about with Jak's DNA and gave him his dark side is to tout their spring-heeled skills as monster hunters.

RIFLE TOWER: And here's Sig. He's a retired military hero that acts like a wingman on certain missions.

JAK 2: RENEGADE

Go Jak to the future as Naughty Dog turn their lovable duo into time-travelling badasses.

DAUNTLESS. That's what we usually are. Those developers come up with their best efforts and we just put in the hours, biding our time until we've broken the back of yet another game. Not so with *Jak 2: Renegade*. Turn this bad boy on and you're up to your eyes in it within seconds.

The cause of the instant dismay is the simple fact that the game's big like yo momma *AND* mine shaft deep. Levels are huge, they're packed with a frightening number of enemies, and the moves that Jak can crack off have doubled. It's a shock even for those that got 100% completion on the original. Before, you simply entered a level, bounced about collecting various things and picked up the odd blob of eco. Now it's like you've been dropped straight into the chair of an air traffic controller when the skies are bordering on meltdown.

Right. That insect thing's zipping towards us. OK, okaaaaay. Now that bloke's taken an interest. Neither look too friend... Ow, hey! What? Ahhhhh, yes. GUNS <badda-badda-badda-chink-chink>. The smoke clears, Jak stands with a pile of shell cases at his feet and we're laughing nervously. Exceptional. Totally exceptional.

The way the weapons work is exactly what we've come to expect from Naughty Dog: solid, visually impressive and perfectly integrated into Jak's move set. Punch a lurker using ⊡ and then hit your fire button (R1) and you'll let off three rounds in quick succession. Tie this in with a spin and a lethal volley sprays out in a circle around you. Then why not snap open the breach of the Scatter Gun for a more devastating rate of fire? Seeing critters hurtle back with a belly-full 'o buckshot is just peachy. In fact, the only downturn with the gunplay is a camera that can sometimes leave you shooting into the screen. It's never a terminal problem, just one that can lead to an unfair loss of health as some freak pops out of nowhere and sticks with its stinger. So guns, yes, lov-er-ly and boomsome. But they're just the tip of the innovation pavlova.

Next up, the hoverboard. Admittedly, you're not able to do manuals, lip tricks or handplants, but what there is on offer here is another essential bonus. Back rolls, forward flips, aerials and the ability to grind off any box or pipe you come across. And, best of all, once you get hold of it it's only ever a tap of L2 away – great for getting about the huge levels. Then you discover the runs that are designed just for your hoverboard. Then you plummet to your death – lots. Then you realise just how tricky *J2* has become.

But what of the hover bikes? How about the Dark Eco moves? Can you play as Daxter? Patience, little one, patience. All will be revealed on the opposite page... **PSM2**

We've just completed all of the E3 demo but you know we'll be all over this again soon

BUCK DODGERS: Here's the Scatter Gun in action. Note how the blast bends the air around it.

"JAK STANDS WITH A PILE OF SHELL CASES AT HIS FEET. EXCEPTIONAL."

PSM2 FIRST PLAY

MEER MORTAL: Yeah, and you can play as Daxter. He's a lot funnier and less irritating this time.

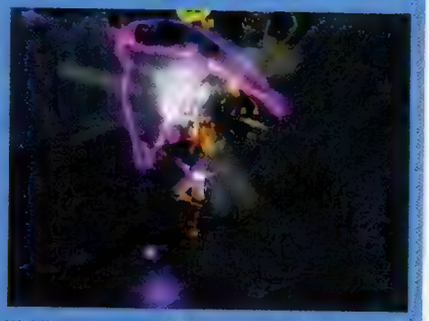
LEVEL RIDES OUT

2

DR SPARKOFF:

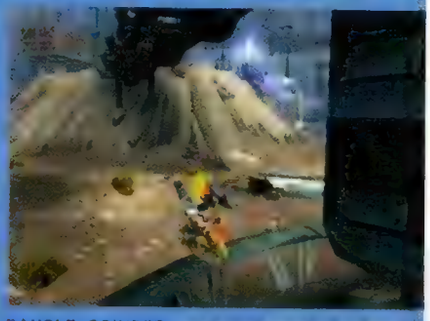
GATT FLAP:

MUTI FRUTI:



HYDE AND SEEK:

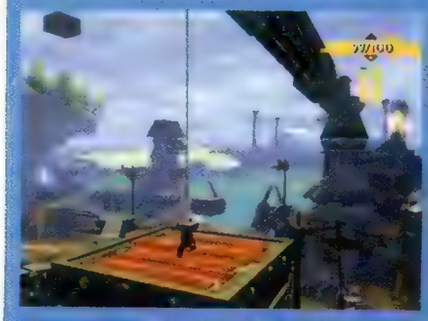
TOUGH JUSTICE:



DANGLE GRINDER:

BOARD PLANNING:

ALL TRUCKED UP:



SIGHTY RIGHT:

HATCH IT AND SPANK:

MANIC STREET CREATURES

3 In the original, the monsters were made pretty much out of the same galumphing mould as each other. However, this time, the main antagonists (the metalheads) come in some really weird and wonderful varieties. At the bottom end of the scale there's small, frog-like things that take just one hit before they pop, whereas towards the top you get the bigger, armed types, which require a concentrated effort to destroy. It's an improvement that creates a knock-on effect to gameplay. Now, as the numbers start to mount up on-screen, there's a real sense of urgency as you do your best to fend off all the local hordes making a beeline for your location. And when we say hordes, we're talking at least 15 to 20 enemies on-screen at once, and each level containing approximately a hundred nasties (minus bosses) all out to bite you a new one. With this lot stacked against you it's easy to see where a use of multiple weapons and a couple of dark abilities becomes a necessity rather than just an attractive add-on.

ZAP CREEP CHALLENGE: These hulks are similar to the lurkers, but their Tasers are all new.

EASY SPIDER: The Pumping Station mission sees you hunting metalheads with Sig's peacemaker.

ME OWWWW: These cat-like things may look stupidly cute, but they come with a mouth full of daggers.

HANDS-ON VERDICT

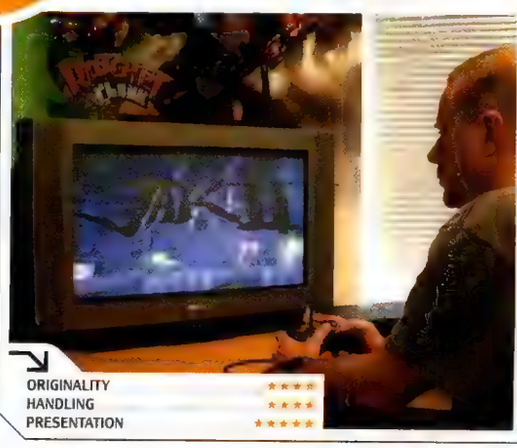
4 Two minor irritations, and that really is all they are... First up, the controls for the hoverboard take some getting used to. Not because they're a fiddly, multi-buttoned horrorshow, far from it. It's just that they're not reactive enough at the moment. Time and time again we piled over a precipice despite the fact that we had just pounded the jump button. It's a question of timing and, yes, you do get used to it after a while but you're always battling against what comes naturally.

The second bugbear is that shooting-into-the-screen issue. You do get a good 180 degree vision, but the first you're aware of an attacker creeping up from behind is when they're too close for you to do anything about it. Invariably they still end up toast, but your health bar suffers in the process.

You'll love it because...
It's all the original was, and more

You'll hate it because...
The difficulty level has just been ramped off the scale

DVD ACTION
Join us as we chat to Jason Rubin and have another sneaky squint at some of the loveliness that spilled over from E3.



ORIGINALITY	★★★★
HANDLING	★★★★
PRESENTATION	★★★★★

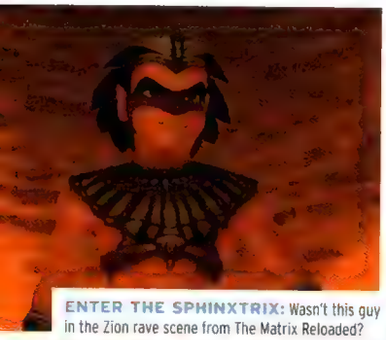
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

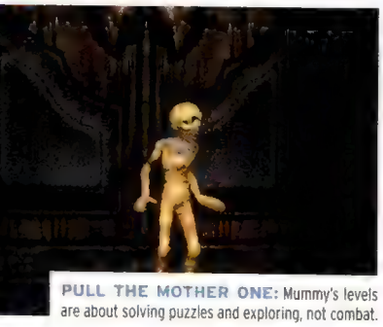
WHERE IT'S AT...

PAIR ENOUGH?

1 A platformer just isn't a platformer these days unless there are two playable characters, and *Sphinx* isn't about to buck the trend. For around 60% of the game, you'll be playing as Sphinx. For the other 40% you take charge of Mummy. Naturally, they have to help each other out to succeed.



ENTER THE SPHINXTRIX: Wasn't this guy in the Zion rave scene from The Matrix Reloaded?



PULL THE MOTHER ONE: Mummy's levels are about solving puzzles and exploring, not combat.

EXPECTED UK AUTUMN 2003

SPHINX AND THE SHADOW OF SET

So, you want to know all about this puzzle-heavy platformer? Pharaoh nuff, just toot and come in (cough).

WE HAVEN'T exactly been overrun with quality platformers this year. There was a glut of 'em at the end of 2002, with the likes of *Sly Racoon*, *Haven* and *Ratchet & Clank* filling all our hopping, skipping and jumping needs, but 2003's best offering so far has been *Pac Man World 2*, which says it all really. But cometh the Autumn, cometh a selection box of platformers, not least of which is *Sphinx and the Shadow of Set*.

"GAMEPLAY IS SPLIT BETWEEN THWACKING UNDEAD MONSTERS AND USING YOUR NOGGIN"

PSM2 FIRST PLAY

Taking place in ancient Egypt (like, durrrrr) and firmly ensconced in the hieroglyphic godliness of Egyptian mythology, the game puts you in the sandals of Sphinx, a young demigod with an appetite for adventure. Armed with a sword, a blowpipe and his wits, Sphinx uses, ahem, magic portals to travel between five different worlds in a quest to root out stolen artifacts and frustrate the megalomaniac designs of Set, the Egyptian god of chaos, and his shadowy minions.

Gameplay is split between thwacking a medley of undead monsters and fantastical creatures and using your noggin to work out how to progress further. From what we've seen so far, there's more of an emphasis on mental and physical dexterity than the likes of *Ratchet & Clank*, with much leaping, climbing and swinging. Unsurprisingly, as the tale unfolds, Sphinx acquires new weapons, items and abilities, our favourite procurement so far being exploding scarab beetles.

But Sphinx is only half the story. There's a second playable character in the form of Mummy who – and you're not going to believe this – is a mummy. As all good sidekicks should be, Mummy is a comedy character and – curse us for saying thing – actually manages to be genuinely amusing. Mummy's levels are combat free, and instead focus on figuring out puzzles – you can see a typical example on the page opposite.

LAVA RAMP: Traversing enormous gaps by riding on floating platforms is a staple of the game.

On the visual side of things it's all looking mighty fine – you couldn't ask for more inspirational subject matter for your platformer than some ancient trap-ridden tombs. The two main characters are rammed with, er, character, and THQ promise there will be around 150 supporting stars. The levels are solid and colourful, with most of the action taking place against richly coloured backdrops.

Our main concern is that with *Going Commando* and *Jak 2* appearing at roughly the same time, it could get lost in the desert. PSM2 *Set for an autumn release.*

SPHINX AND THE SHADOW OF SET

MUM'S THE WORD

2 Mummy's made some pals in a tomb where Set is locked. Sphinx's predecessor has all the working material to get his earthly body back after he was prematurely embalmed by the evil lot. He has no weapons, but by subjecting himself to unpleasant tortures he's able to solve puzzles and move on. His masochistic actions include being set on fire, [illegible] and locked [illegible] with a mummy that he wakes [illegible].

POLE VOLT: After electrocuting yourself and negotiating platforms, you can activate the pole.

SLIDE RULES: Again, you'll need to [illegible] before riding this death slide

GUNGA THIN: Mummy's been made all flatlywell so he can fit through the bars

CHEST MAN: You'll be rewarded with treasure, what other reason is there to raid tombs?

SET PIECES, RA RA RA.

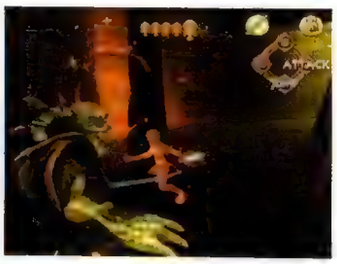
4 He's a dextrous little fella is our Sphinx and has all the right abilities for exploring ancient tombs. Rope climbing, jumping, pushing, pulling, shooting – you name it, he can do it. And that's just as well, ancient Egypt is a bewildering place to be at times and you don't want to get stuck in a Great Pyramid at the end of the game. Just look what happened to Lara Croft after she copped in a pyramid – she's never been the same since.

BLOCK TOWER 3: Pull the blocks out, then race around to hop up them. Harder than it sounds.

SWING FOR YOUR SUPPER: You can use your weapon while hanging on the monkey bars

DART GALLERY: [illegible]

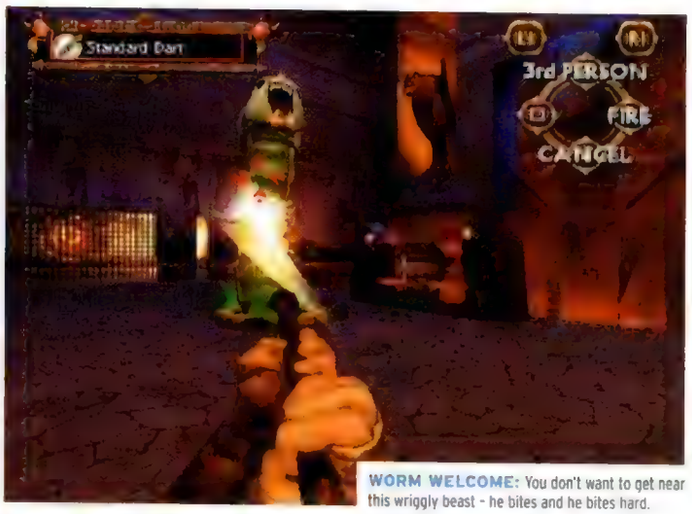
DVD ACTION
Head straight over to this month's disc to unearth a great big slab of glorious footage in our Hands-On Preview section.



SLASH BANDICOOT: The combat's simple stuff with just a single button plus the D-pad used to attack.

ASP KICKING TIME

3 Solving puzzles might occupy most of your time, but never fear – there's plenty of fighting to be had, too. Sphinx's main weapon is a magical sword, and our young hero can wield it in all manner of different but utterly familiar ways. The secondary weapon he has is a blow pipe that comes equipped with various flavours of dart to keep baddies on their toes. Handy for shooting from a distance and keeping out of trouble.



WORM WELCOME: You don't want to get near this wriggly beast - he bites and he bites hard.

PATCH ME IF YOU CAN: In the land of the blind, the strange one-eyed dog-like creature is king.

CHIEF INSECTOR: These work in curiously similar fashion to GTA's Top Fun remote control cars.

HANDS-ON VERDICT

5 We've played the two opening levels and had a peek at a few of the later ones and we're happy to report that this is shaping up nicely. If puzzle-heavy platformers are your thing, that is. Sphinx certainly appears to lean towards engaging your brain rather than simple 'hit this then jump over there' gameplay. This we like, although we're not convinced that it'll be to everybody's taste.

On the positive front the game is very user-friendly. Menu systems and item selection boxes are fumble free, and the fighting and hopping around is intuitive. However, the puzzles are repetitive, requiring you to do the same thing two or three times to move on. When more playable code featuring later levels arrives, we'll let you know if *Sphinx* is good enough to join the smart Set or is just a pyramid-dling platformer.

You'll love it because...
You're still playing *Jak & Daxter* and love Asterix and Cleopatra.

You'll hate it because...
Too much puzzling and pedestrian platforming, not enough scrapping

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

SPHINX AND THE SHADOW OF SET

INFO
- **DEVELOPER** [illegible]
- **PUBLISHER** [illegible]
- **GAME TYPE** Platform puzzler

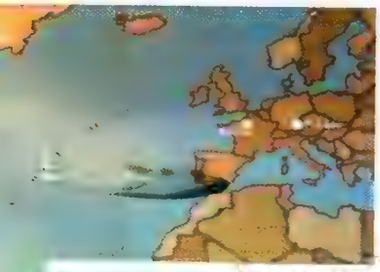
ANTICIPATED FEATURES
- [illegible] to explore.
- Approximately 100 characters including 50 types of enemy
- A [illegible] magical sword, [illegible] spells, and lots of darts.

WHERE IT'S AT...
- The levels looked finished, the camera was working OK-ish and the characters are complete. Everything [illegible] just to be tarty around [illegible]

ROGUE TALE

1 On returning from a fruitful trip to Ceylon, Indy finds a pair of Oriental types awaiting him. They suggest that he might like to chip off and look for the missing pieces of the Mirror of Dreams, which will reveal the entrance to the tomb of Chin, First Emperor of China, and... OK, enough already.

CEYLON DION: Doctor Jones begins his quest in the rainforests of South East Asia.



MAP OF HONOUR: The old movie graphic has been rolled out to depict Indy's travels.

EXPECTED UK AUGUST

INDIANA JONES AND THE EMPEROR'S TOMB

We find the aging Hollywood hero in fine adventuring form. Lara's got a fight on her hands.

IND-I-ANA Jones. We always knew you'd walk through this door again some day. We never doubted it. Something made it inevitable – the release of a four-disc DVD box set in November, perhaps? Whatever, welcome aboard the PS2 wagon, Doctor.

The Emperor's Tomb has already appeared on Xbox and PC, and generally met with positive reviews. With much gnashing of teeth and groans of disappointment resonating from the Dan G corner as he wades through Lara's distressingly flawed new adventure, we're inclined to think that this is the game *The Angel Of Darkness* should have been. While Lara attempts Parisian chic and gets it largely wrong, *The Emperor's Tomb* is a good old-fashioned blockbusting adventure that's vast in scale and steeped in classical mythology. Fans of Ms Croft's PSone outings will be right at home here.

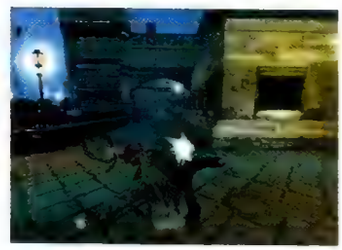
"WE'RE INCLINED TO THINK THAT THIS IS THE GAME THE ANGEL OF DARKNESS SHOULD HAVE BEEN"

We can see why. This is a direct port of the title and, surprisingly for a licensed LucasArts game, it's bloody good fun. Playing like a cross between one of the movies and the old, good *Tomb Raiders*, the game blends the hunting down of artifacts with a generous helping of goon-whipping, all set in exotic locations across the globe.

Without question, the most agreeable aspect of the title is the fighting. Indy has a splendid array of hand-to-hand combat moves at his disposal. Tap away at the ⊗ and ◎ buttons and he'll punch, kick, slap, head-butt and even *knee* enemies in the plums. There are plenty of hand-held weapons strewn about the levels too – shovels, baseball bats, chairs, bottles and poles, to name but a few. These items lack durability and will break after you've cracked a few heads with them. Nice touch. Ammo seems to be in short supply, so guns have to be used sparingly.

The actual adventuring side of things is less impressive. While Indy has plenty of neat moves to help him negotiate the tombs, temples and castles that make up the majority of around 60 levels, he trots along a preordained path and there's no genuine exploration. So far, we've rarely been troubled about where to head next, although the game does promise to become increasingly trickier the deeper in you get.

VINE TASTING: The machete is used to clear your path. And kill people, naturally.



PRIDE OF FACE: Oh my God, that punch took his head clean off! The scrapping's great.

But our main complaint has to be with the visuals. Everything has a slightly grainy sheen to it at present. We demand smooth, crisp textures to our jungles and the frame rate is currently struggling too. Sort it out, Lucas Arts, or we'll dangle you over a pit of snakes. Or throw you out of a moving truck. Etc. **PSM2**

Indy's whip-cracking in August.

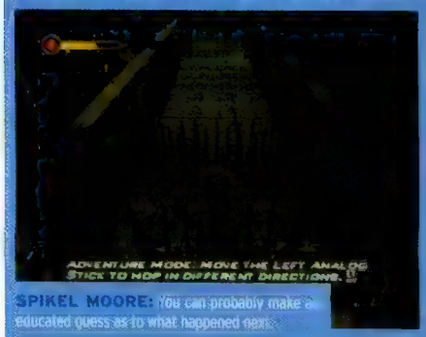
PSM2 FIRST PLAY

INDIANA JONES: THE EMPEROR'S TOMB

"OLD HAT"

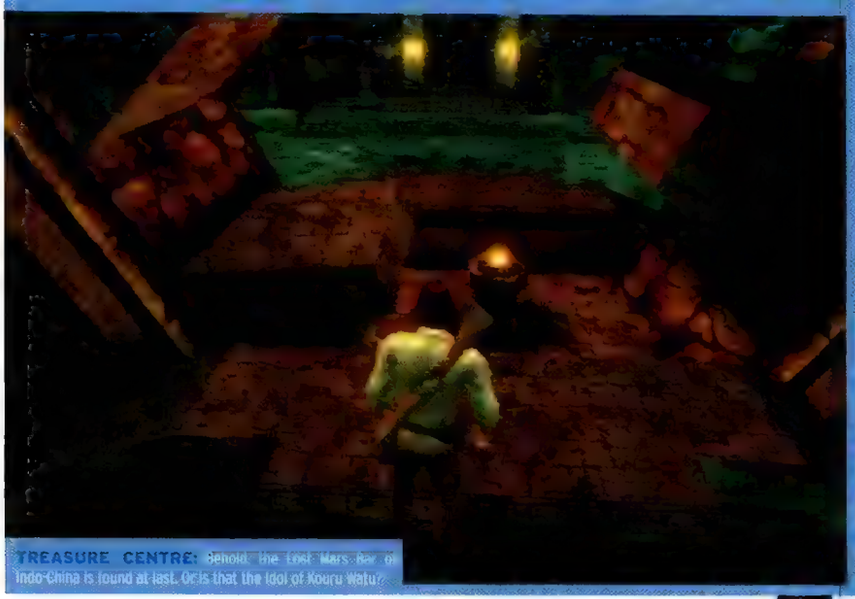
CEYLON, AND THANKS FOR ALL THE FISH

2 The opening chapter of the adventure takes place in Sri Lanka, a lush island in the Indian Ocean famous for its tea plantations. Here you'll encounter a large gang of belligerent but fairly wussy ivory poachers, land in deep water with a ravenous congregation of crocodiles, get spiked in the ass by some traps, filch the ridiculously named Idol of Chaac Kaan, and generally have more fun than Indy's allowed. Which just leaves room for a couple of quotes.



SPIKEL MOORE: You can probably make a educated guess as to what happened next.

CROFT CONVERSION: See? It's a lot more *Tomb Raider* than the new *Tomb Raider*.



TREASURE CENTRE: Behold, the Lost Mars Bar of Indo-China is found at last. Or is that the Idol of Kouru Watu?

CZECH IT OUT

4 Prague which is full of unpleasant, limb-severing traps and is populated by dark suited Nazis. Who else? These guys are obviously more intelligent than the Germans in the Temple and Lost Kingdom, as they don't have much wood. They're wearing suits again, and they're also going to be the Chinese Army.

BRIDGE RACER: To get into the castle you need to find a way across one of Prague's bridges.

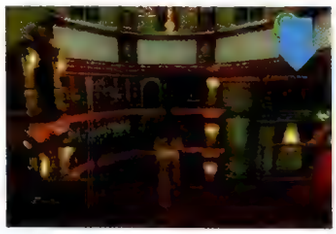
HEAD TO RIGHTS: If you're smart you can take out several Nazis with just the one shot.

STEN AND DELIVER: Grab the machine gun in the courtyard and let the fun begin.

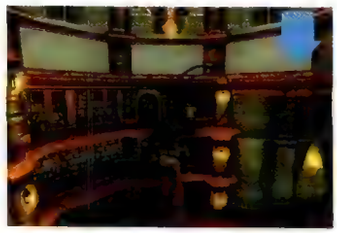
SAW PLAY: There's a lengthy section that pits your skills against some infernal machines.

MISTER WHIPPY

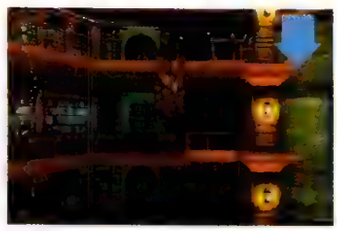
3 It wouldn't be a proper Indy game without lashings of flagellation, and sure enough, the fearsome bullwhip is the handiest item in your knapsack. You can use it to relieve Nazi scum of their weapons, or just lay into them from a relatively safe distance. It could also come in quite handy if you happen to run into any blonde archeologists who've slept with your dad. It's also good for negotiating gaps you wouldn't normally be able to jump, like so...



LIGHT RELIEF: That chandelier looks like it could be useful for getting to the other side of the library.



LEAP DEPRIVATION: Take a running jump, then crack the whip while you're flying in mid-air.



ON THE LASH: The whip wraps itself around the nodule at the bottom of the chandelier.

BOOK WHO'S TALKING: And jump mid-swing to land safely. Now, where's the top shelf stuff?

HANDS-ON VERDICT

5 We've got to say that we were highly sceptical before playing this title but after a thorough play of the opening levels, we're hooked. Indy is, after all, one of the finest action heroes to grace the silver screen and Lucas Arts have done him proud. The Doc has a grand repertoire of moves and it only takes an hour or two to get to grips with all the running, fighting and swinging. The scrapping is especially satisfying.

Although the puzzles aren't that puzzling and your route is linear, the game throws up challenges with enough variety to keep things interesting. Yes, the visuals leave a great deal to be desired but there's still time to rectify that. So far, so good, but whether or not it'll be able to sustain our interest remains to be seen. We'll be giving our full verdict next month, providing they don't put rats in it. We *hate* rats.

You'll love it because...

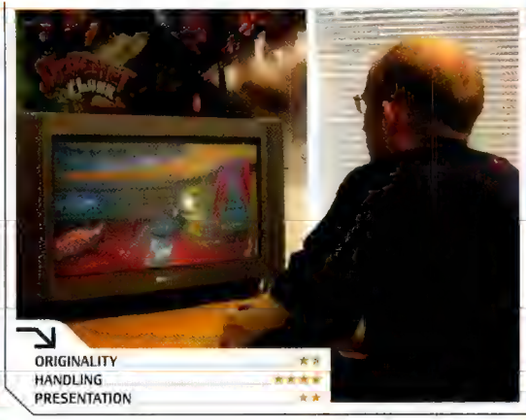
It's just like the old *Tomb Raider* games, but with more action

You'll hate it because...

The puzzles are too simplistic and you think Indy is 'old hat'

DVD ACTION

Hold on to your hats, whips, and mildly racist stereotypes, because Indy's going to be gracing the DVD next month for issue #39.



ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★

INFO

- **DEVELOPER** LucasArts
- **PUBLISHER**
- **GAME TYPE** Action adventure

ANTICIPATED FEATURES

- 60 levels spread over ten chapters in locations that include an underwater palace in Istanbul and a Chinese mountain top fortress. Woo.
- Along with dozens of hand-held weapons, there are machine-guns, planes and motorbikes.

WHERE IT'S AT...

- Almost finished. All the levels are in place. The graphics are a bit shoddy, but we're hoping they'll be nicely tidied up before its release.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK SEPTEMBER

DOUGH-NUT DISTURB: Look, it's Homer Simpson in 3D – doesn't he look, a bit, well... *odd*.

SEE MORE BUTTS: Use the radar to locate key objects and locations, then, well, nut 'em, stupid.

MMMM... MINIGAME

1 As you make your way through the town, you can collect cards. There are seven to find in each level, so there's a total of 49 to collect. For each seven that you collect, you'll be rewarded with a track for the racing minigame. It's a bit like the arcade classic *Super Sprint*, but with the added bonus of a third-person out-of-car view in a wide range of vehicles. Plus up to four people can play, racing simultaneously via the MultiTap.

THE SIMPSONS HIT AND RUN

Homer and his yellow-skinned pals return for more Springfield shenanigans, Tommy Vercetti style.

WE FIRST caught up with of Radical's Springfield-meets-*Vice-City* at E3, and while the prospect of a '*GTA: Simpsons*' game sounded... intriguing, we simply couldn't get our heads around how the thing was going to work.

Well, now we've played the beast, and while *Hit and Run* certainly contains echoes of Rockstar's groundbreaking snort-em-up it's original and quirky enough to stand proud on its own. Yes, there's carjacking, running over pedestrians and evading the fuzz – but *Hit and Run* is *Vice City* through the Simpson-izing machine. Instead of nicking motors, your character will hitch a ride

PSM2 FIRST PLAY

SEDAN DA HOLY FIELD: You can visit all of Springfield's key landmarks – where's the Reverend?

"LIKE THE SIMPSONS, YOU NEVER FEEL AS THOUGH ANYONE IS GETTING HURT"

(though you remain in control), and there are noooo guns.

This is an altogether more comical affair. There's just enough pedestrian mashing to maintain its appeal but, like The Simpsons itself, you never feel as though anyone is getting hurt...

Simpsons games aren't renowned for their quality, but developers Radical are keen to buck the trend by creating the most authentic Springfield yet, and locations range from Moe's and the power plant to the Android's Dungeon. As you make your way around the city to complete various goals and missions, you'll encounter the full gamut of well-known faces from the legendary cartoon series. But the real beauty of the game is in the intricate Simpsons detail throughout with a billion show references for die-hard Simpsons fans.

At it's heart, *Hit and Run* is primarily a mission-based driving game, featuring 80 missions that are littered about the seven levels. In each level, you take control of Homer, Bart, Lisa, Marge or Apu (sadly, no Maggie) and go collecting coins scattered throughout the town. The coins can be used to buy one of 80 featured

MOE, THE LAWN: For the love of Groening! He's not, you know... look... oh, it's just the camera. Sorry

Simpsons-styled cars You can also use your hard-earned to purchase new costumes for your character, our current favourite being the Donut-head Homer outfit, fresh from the Treehouse of Horror episode.

Aside from the usual coin collecting and racing missions, you're also free to explore the entire town on foot of course. Now you can actually shop at the Kwik-E-Mart and work at Burns' Power Plant.

It's all harmless, smirk-worthy fun and we can't wait to test the precise limits of the developer's Simpsons knowledge soon. **PSM2**

Homie's out in September.

YELLOW PAGES

2 The story begins when Homer reads a book which becomes to be part of his plan, and that's enough for you to get on with the show. The game is set in Springfield and it is up to the Simpson family to work together to thwart the efforts of the brain-stealing aliens, avoiding chief Wiggum's police force along the way.

PANTS FOR ASKING: You can unlock a variety of costumes, including Homer's grundies.

MOE MONEY: As just like *GTA: V*... complete objectives to earn coins and buy shiny motors

YOKEL HERO: [illegible] appearance – one of many obscure fave.

RADIO-ACTIVE: [illegible] internal pipes of the plant seeking spanners.

PLEASE GRIND THE GAP

4 The meter in the corner of the screen acts as your wanted level. The more stuff you destroy and the more hapless pedestrians you run over, the fuller the bar becomes. When the meter is full, the police will give chase and attempt to rid you of your precious coins by destroying your vehicle. If you manage to evade them (which gets tougher as the levels progress) you can start attacking the bikes of Smithers and Barney all over again.

HOARDING PASS: You can spin off-road.

TEL ON EARTH: [illegible]

SCHOOL RUNNINGS: [illegible]

LOAD TO PERDITION: Every Matt Groening game is contractually obliged to make self-aware gags.

MCBAIN IN DA MEMBRANE

3 Every level features comical cutscenes that explain the story. At the beginning of level three, for instance, the aliens abduct Bart, and you take on the role of genius sister Lisa in order to rescue him. Thankfully, all of the character voices are from the cast of the cartoon (imagine if they weren't...) with over 5200 lines of frequently funny original dialogue (that's more than ten shows' worth) to tickle you pink as you play the game.

HANS OFF: The Simpsons' infamous fall guy, Hans Moleman dishes out another mission objective.

RETRO SEXUAL: A shiny coin for the first reader to name Bart's fave arcade game. No, not really.

THE FROZEN ONE: Homer (in Stonecutter garb) spots Abe. It's just one big in-joke love in.

HANDS-ON VERDICT

5 The Simpsons' worrying videogame history has given us cause for concern over the years. How can such a rich seam of comedy, characters and scenarios fail entirely to result in a single decent videogame? *Hit and Run* certainly makes the most of its subject matter, but as to whether it's the Simpsons game we've all been dreaming of we'll just have to wait and see. It's certainly full to bursting with jokes, some superb one-liners and pleasingly obscure references to the show, which fans should appreciate, but clipping problems and – that most tired of 'game spin-off' bugbears – over-use of voice samples are wiping the smile off our faces right now. We really want this to be great and, if they can inject some more excitement into the gameplay we'll be laughing like drains.

You'll love it because...
You love The Simpsons.

You'll hate it because...
This currently reeks of 'videogame spin-off'.

DVD ACTION
Now here's a reason to pick up issue 39 when it comes out on August 6th – we've got lush in-game Simpsons footage on the disc. Okilly-dokilly?

ORIGINALITY	★
HANDLING	★★
PRESENTATION	★★★

INFO
- **DEVELOPER** Radical Entertainment
- **PUBLISHER** Vivendi Universal
- **GAME TYPE** Mission-based driving

ANTICIPATED FEATURES
- 80 missions to complete over seven levels.
- Five playable characters and a full supporting cast of Simpsons residents.
- The ability to drive, or walk, around the most authentic Springfield ever.

WHERE IT'S AT...
- All the levels and features are in place right now, just needs a final lick of paint, and a few bugs ironed out before a September [illegible]

EXPECTED UK SEPTEMBER

HAY NOW: Breaking the petrol pumps sets the hay bales ablaze for extra carnage.

WOODEN IT BE NICE: Tables can be set on fire or have light-tubes attached for extra hurtage.

BACKYARD WRESTLING

DON'T TRY THIS AT HOME

Thank crikey they've added that disclaimer – we were about to hit Milf with our cheesegrater cricket-bat.

SOME scientists predict that by the year 2030, 90% of entertainment'll be produced by dumbass American teenagers, with the remaining 10% made up of DIY shows involving scorpions. They're wrong, of course, but that doesn't change the fact that watching idiots injure themselves is brilliant. It's not even as if the 'These are trained professionals' warning makes sense – nobody trains to jump into a stack of burning tables!

There are 30 grapplers currently in the game, from the relatively well-known (Sabu) to up 'n' comers like MDogg 20. They all cut and bruise, although some spurt more than others – 'Madman' Pondo gushes like a tomato-juice sprinkler.

The wrestling's more OTT than *Smackdown*, with height-specific throws that'll destroy your opponent. Once one wrestler's taken a mashing, they'll flash – they can pull off a last-ditch super-move, but they're also vulnerable to a 'humiliation'. Sling in some Backyard Babes and you've got the perfect cocktail of mum-upsetting nastiness. If anyone objects, tell them it's educational. Watch a BYW DVD and you'll learn that getting slammed into a flaming table will... erm... set you on fire. Dumbasses. PSM2

BYW's due in September.

DVD ACTION
Look out for all-new eye-gouging, bone-breaking Backyard Wrestling footage on next month's disc.

"WHAT HAPPENS IF YOU GRATE A BOTTLE INTO SOMEONE'S FACE? AH YES, JUST AS WE THOUGHT"

PSM2 FIRST PLAY

BYW: the game offers all these experiences, and a lot more painful ones. Wondering what happens if you grate a bottle into someone's face? How about getting thrown into a stack of speakers? Ah, yes, that's just as we thought. We were a bit more skeptical about the idea that getting hit by a melon would make you bleed, but hey – these backyard wrestlers must know what they're talking about

HANDS-ON VERDICT

2 **Oof! Erk! Bosh! There's a counter-centric grappling system at the heart of *BYW* – the idea is that rather than simply mashing buttons, you time your button presses to the moment when it's possible to break the hold, as indicated by the wrestlers flashing. Nice effect, but you probably won't appreciate it, because you'll be too busy trying to set up elaborate table/scaffolding high-spots. Even given that you're jumping off 20-foot balconies, it's a lot less 'realistic' than *Smackdown* – wrestlers hop miles in the air before impact, and do moves that'd kill absolutely anyone. The different environments make things interesting, too – and we're intrigued by the prospect of a 'mission-based' story mode. Presumably one of them involves explaining all the mess to your mum.**

You'll love it because...
MDoggs got the table! He's got the paraffin! Oh dear god, what's going to happen here?

You'll hate it because...
You don't think there's anything funny about impressionable teenagers hitting each other with barbed wire bats

ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

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- Kingdom Play! Select a new general for each stage in Musou Mode
- 3 brand-new officers for over 40 playable characters

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EXPECTED UK OCTOBER

PERSONAL FADS

1 Have you always dreamed of running out for Aston Villa wearing the number 9 shirt? Now you can, with possibly the most comprehensive Create-a-Player mode we've ever seen. You can indulge in a phenomenal amount of tweaking to make a player in your own mould – everything from the usual height and hair colour to nose shape and ear size!

O'LEARY ME: Put yourself in the game and lead your team to glory. Fantastic.

MICKY SCOUSE: *Club Footie* puts you in the boots of the finest players in Europe.

CLUB FOOTBALL

Codemasters take to the field with their 17-to-1 shot, and they might just net themselves a winner.

NOW that the bloke with the girlie voice and silly haircut has finally decided to earn his £100 grand a week in Madrid rather than Manchester, we can all settle down and address the year's most important pre-season question – what's going to be the best footie title this year?

It's an exciting time for 'fans of the genre'. EA's ever-improving *FIFA* is set to be fully online, as is Sony's *This Is Football*. Then there's *PES3*, which will probably bring the PSM2 office to a grinding halt when it arrives some time in the next few months as we try to assemble a Master League-winning squad. Joining the big three this year is Codies' highly ambitious *Club Football*, the company's first foray into non-management football games. We've recently had our first look at the title, and while it's not going to win any championships, we reckon it's on for a decent cup run.

There will be 17 separate editions of the game, each branded to one of the big European teams (check over the page for the full list). The differences between the editions are purely cosmetic – the game's engine is identical across the board. So what you'll get is a club-centric front-end and loads of unlockable bonus material relating to the team in question, such as video clips, histories, photos and profiles. Which is all very well, unless you happen to be an ardent supporter of Everton, say, then likely as not you'd rather dip your ears in sulphuric acid than part company with 40 quid for *Liverpool FC Club Football*.

MARCEL SHADED: Chelsea's Desailly in uncharacteristically acrobatic form.

"THE CONTROL SYSTEM IS INTUITIVE, MAINLY THANKS TO IT BEING PURE PES"

The game itself plays amazingly well. We found the control system highly intuitive, mainly thanks to it being pure *PES*. Virtually all the action buttons correspond to those on the Konami title. This is no bad thing, and we got the ball rolling with a 2-1 win against the game's producer (hah) in our first game, rather than spending an hour trying in vain to score a goal, which is normally the case with a new footie game. The passing's slick and works using the standard power bar mechanism, as does the shooting. There's a full array of management options available, including assigning roles for players and the usual formation and tactical tinkering.

We can see this being a big hit with fans of the clubs involved, but where does that leave the rest of us? Hankering for *Plymouth Argyle Club Football*, that's where. PSM2

This one's out in October.

PSM2 FIRST PLAY

A DIVE AND KICKING: There's never been a clearer case for a penalty. Honest.

BOOTY FALL: Watch it guys, this isn't *Enter The Matrix* you know. Or that BBC ad either.

BY THE LOOK

2 Codemasters have really gone to town on the visuals and it does indeed look mighty fine. Shirts, sponsors, stadiums and even adverts are all meticulously detailed. Particularly impressive are the likenesses, which easily have the measure of those in *FIFA* or *PES*. Although they need some tinkering, the on-pitch animations are motion-captured and far less overblown than those of last years *FIFA*. There's also an 'any-time' replay facility for you to admire your skills.

RON ARTIST: The only time we managed a bicycle kick was in our own penalty area.

SMUDGE DREAD: The tempestuously natured Smiffy takes one on the chest.

LICENCE TO SPILL: This can't be right, Barthez is actually holding on to the ball

GROAN RANGERS: Facial expressions will change according to the situation

ANFIELD OF DREAMS: The virtual stadiums are constructed from real architectural plans

THE TEAMS THEY ARE A CHANGIN'

4 There will be 17 editions of the game. Here's the full list of sides chosen to join the *Club Football* club: Arsenal, Liverpool, Manchester Utd, Chelsea, Leeds, Celtic, Rangers, Barcelona, Real Madrid, Bayern Munich, Borussia Dortmund, Hamburg, Ajax, Juventus, Internazionale, AC Milan and, er, Aston Villa. There are plenty of additional playable teams, but none are licensed, so their line-ups will suffer from the old RLS (Roberto Larcos Syndrome).

BECK TO THE FUTURE: They'd better get rid of that blonde bloke in the back row.

WENGER BOYS: And the plonker with the moustache is now at Man City

DVD ACTION
Hold on to your footie boots, because we've got exclusive footage of *Club Football* in next month's disc – make sure you let us know what you think.

KILLER HOOP: That's right sonny, let him know you're there. Much good it'll do you...

ROBERT DE SIRO: Now, look at this: how bloody impressive does AC Milan's ground look?

OFFICER DRIBBLE: Predictably, Ruud's got some of the game's best player stats.

DEL PLOY: Allessandro skins Keane, making him look like a has-been. Funny that.

TOURNAMENT TO BE

3 The principal game mode is the Super League. Here you'll guide the team headlining the edition you've bought through a Champions League style of competition, with two groups of six teams battling it out for a place in the knockout stages. The Domestic Season offers a full league or knockout comp and pits you against teams from the country's top two divisions. Success brings rewards in the forms of trophies and a stack of bonus material.

HANDS-ON VERDICT

5 Very playable indeed. That's our initial impression, and we can't see the game suddenly taking a Francis Jeffers-style dive before release. However, there were several issues with the code that we played. Players' reaction times were poor, taking a split-second too long to get rid of the ball, meaning we were often unfairly robbed of possession.

Too frequently we tried to sprint to the by-line before slamming on the brakes and whipping in a cross only for the player to carry straight on and concede a goal kick without so much as attempting to kick the ball. These are problems that the developers have recognised and they assure that they'll be addressed before the final version hits the shelves. Graphics? Well, you can't argue with the presentation. It's certainly no Ian Dowie.

You'll love it because...
You support one of the featured teams and play *PES*

You'll hate it because...
You're a fan of Man City or Everton or Spurs or Lazio or

ORIGINALITY ★★★½
HANDLING ★★★
PRESENTATION ★★★★

CLUB FOOTBALL

INFO
- **DEVELOPER** Codemasters
- **PUBLISHER** Codemasters
- **GAME TYPE** Football sim

ANTICIPATED FEATURES
- 17 editions of the title tailored to individual clubs.
- Lots of clubs, including lower league teams.
- European Super League.
- Competition mode.
- Create-a-player.

WHERE IT'S AT...
- We saw the Liverpool and Celtic versions and the meat of them appear to be in place. The presentation side of things looks complete, but there's still work to be done on the game and line-ups need adjusting to account for all the summer transfers.

COMING SOON

ONLY IN **PSM2** – TOMORROW'S BIG GAMES FIRST!

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action	A	Platform	P
Adventure	AD	Puzzle	Pz
Arcade	Ar	Racing	R
Beat-em-up	Bt	RPG	RPG
Board game	B	Shoot-em-up	S
Fighting	F	Sim	Sm
Flight sim	FS	Sport	Sp
Misc	M	Strategy	Str

JULY 2003

Charlie's Angels	Ubi Soft	AA
Dead to Rights	EA	AA
Resident Evil: Dead Aim	Capcom	S
RTX Red Rock	Activision	AA
Speed Kings	Acclaim	R
Summer Heat Beach Volleyball	Acclaim	Sp
X-Files: Resist or Die	Vivendi	AA

AUGUST 2003

Great Escape, The	SCi	AA
Indiana Jones & the Emperor's Tomb	Activision	AA
Tomb Raider: TAOD	Eidos	AA

SEPTEMBER 2003

Alter Echo	THQ	AA
Chaos Legion	Capcom	AA
Club Football	Codemasters	Sp
Dirt Track Devils	Midas	R
Disney's Extreme Skate Adventure	Activision	Sp
Football Generation	Midas	Sp
Freedom Fighters	EA	AS
Gladius	Activision	RPG
Italian Job, The	Eidos	R
LMA Manager 2004	Codemasters	Sp
Reel Fishing 3	Ubi Soft	Sp
Rugby 2004	EA	Sp
Splashdown 2	THQ	R
True Crime: Streets of LA	Activision	AA
Unlimited Saga	Atari	RPG
Wallace & Gromit in Project Zoo	Bam!	P
Warhammer 40K: Fire Warrior	THQ	FPS

OCTOBER 2003

13	Ubi Soft	FPS
Alias	Acclaim	AA
Breath of Fire: Dragon Quarter	Capcom	RPG
Broken Sword: The Sleeping Dragon	THQ	AA
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
Finding Nemo	THQ	AA
Kya	Atari	P
Mega Man X7	Capcom	S
Pitfall Harry	Activision	AA
Secret Weapons Over Normandy	Activision	FS
Sphinx and the Shadow of Set	THQ	P
SSX3	EA	R
Urban Freestyle Soccer	Acclaim	Sp

NOVEMBER 2003

Batman: The Rise of Sin Tzu	Ubi Soft	AA
Beyond Good and Evil	Ubi Soft	AA
Conflict: Desert Storm 2	SCi	AS
Dynasty Tactics 2	Koei	Str
James Bond: Everything or Nothing	EA	AA
Ghost Master	Empire	Sm
LOTR: Return of the King	EA	AA
NBA Jam	Acclaim	Sp
Medal of Honor: Rising Sun	EA	FPS
Prince of Persia: The Sands of Time	Ubi Soft	AA
Spongebob Squarepants	THQ	P
Tak and the Power of Juju	THQ	AA
Tony Hawk Underground	Activision	Sp

LATE 2003

A Sound of Thunder	Bam!	AA
A Train 6	Midas	Sm
Amplitude	Sony	B
Bad Boys 2	Empire	AA
BattleBots	THQ	Bt
Bulletproof Monk	Empire	AA
Bust-A-Bloc	Midas	Pz
BVC: Battle Construction Vehicles	Midas	R
Colin McRae Rally 04	Codemasters	R
Conflict: Desert Storm 2	SCi	AS
Curse: The Eye of Isis	Wanadoo	AA
Detonator	Midas	Pz
Dragon's Lair 3D	THQ	AA
Dredd Vs Death	Vivendi	FPS
Eternal Quest	Midas	RPG
Final Fantasy 10-2	Sony	RPG
Four Horsemen of the Apocalypse	3DO	AA
Freaky Flyers	Midway	FS
Freestyle: MX	Midway	Sp
Gran Turismo 4	Sony	R
Gregory Horrorshow	Capcom	AA
Ice Nine	Bam!	FPS
IronStorm	Wanadoo	FPS
Jak 2: Renegade	Sony	P
Maximo Vs the Army of Zin	Capcom	P
Moji Ribbon	Sony	B
NHL Hitz Pro	Midway	Sp
Nightmare Creatures 3	Konami	AA
Pilot Down	Wanadoo	AA
Pop Idol	Codemasters	B
Red Dead Revolver	Capcom	S
Roadkill	Midway	R
RPM Tuning	Wanadoo	R
Seed: War Zone, The	Midas	Str
Sniper 2	Midas	S
Soul Calibur 2	EA	Bt
SpyHunter 2	Midway	S
This Is Football 2004	Sony	Sp
Tiger Woods PGA Tour 2004	EA	Sp
ZOE 2: The 2nd Runner	Konami	M

TO BE CONFIRMED/2004...

Alien vs Predator: Extinction	EA	Str
Altered Beast	Sega	AA
ATV Offroad Fury 2 Online	Sony	R
Backyard Wrestling	Eidos	Bt
Baldur's Gate: Dark Alliance 2	Vivendi	RPG
Bomberman Kart	Konami	R
Bomberman Online	tbc	Pz
Butterfly Table Tennis	Metro 3D	Sp
Catan	Capcom	Pz
Capcom Fighting All-Stars	Capcom	Bt
Celebrity Deathmatch	Take 2	Bt
Coaster Works 2	Xicat	Sm
Corvette: Zero to Go	TDK	R
Conan: The Dark Axe	TDK	Bt
Crank The Weasel	Midway	P
Crash Nitro Kart	Vivendi	R
Cy Girls	Konami	AA
Daredevil	THQ	AA
Dead to Rights	EA	AA
Deer Hunter	Atari	S
Delta Force	Nova Logic	FPS
Destruction Derby Online Arena	Sony	R
Dog's Tale	Sony	Sm
Dororo	Sega	AA
Driver 3	Atari	R
Duke Nukem Forever	Take 2	FPS
ESPionage	Midway	AA
Everquest Online Adventures	Sony	RPG
Evil Prophecy	Konami	S
Fahrenheit	Vivendi	AA
Fast and the Furious, The	Vivendi	R
Fatal Frame 2	Tecmo	AA
FIFA 2004	EA	Sp
Final Fantasy 11	Sony	RPG
Firefighter FD18	Konamni	AA
Fugitive Hunter	Atari	AA
Full Throttle: Hell on Wheels	Activision	AA
G-Police Online	Sony	FS
Ghosthunter	Sony	AA
Gladiator: Sword of Vengeance	Acclaim	AA
Gradius 5	Konami	S
Hardware: Online Arena	Sony	S
Harvest Moon: Save the Homeland	tbc	RPG
Haunted Mansion, The	TDK	AA
Headhunter 2	Sega	AA
Hot Wheels: Highway 35	THQ	R
Inspector Gadget	LSP	P
Isle of Man TT	Codemasters	R
Jacked	3DO	AA
Kengo 2: Bushido Master	Ubi Soft	AA
Killswitch	Namco	AA
Killzone	Sony	FPS
Knights of the Temple	TDK	AA
Legacy of Kain: Defiance	Eidos	AA
Lego Galidor	EA	AA
Looney Tunes: Back In Action	EA	AA
LOTR: The Treasures of Isengard	Vivendi	AA
Masters of the Universe	TDK	AA
Metal Gear Solid 3: Snake Eater	Konami	AA
Mission Impossible: Operation Surma	Atari	AA
MLB Slugfest	Midway	Bt
Monster Rancher 4	Tecmo	AS
MX Unleashed	THQ	R
My Street	Sony	Pz
NARC	Midway	AA
Nico	Sony	AA
Nobunaga's Ambition Online	Koei	Str
One Must Fall: Battlegrounds	tbc	Bt
Onimusha 3	Capcom	AA
Onimusha Blade Warriors	Capcom	Bt
Outlaw Volleyball	TDK	Sp
PaRappa the Rapper 3	Sony	B
Pillage	Zed Two	AS
Project Manhunt	Rockstar	AA
Ratchet & Clank: Going Commando	Sony	P
Resident Evil: Outbreak	Capcom	AA
Richard Burns Rally	SCi	R
Ridge Racer 6	Namco	R
Rise of Honor	Sony	AA
Risk	Atari	Pz
Robin Hood: Defender of the Crown	tbc	AS
Rogue Ops	Wanadoo	AA
Sega Seabass Fishing Duel	Acclaim	Sp
Shining Lore	Phantagram	RPG
Shoot to Kill	Codemasters	FPS
Sim City 4	EA	S
Skate or Die	EA	Sp
Smash Cars Racing	Metro 3D	R
Smuggler's Run 3	Take 2	R
Sniper Elite	Wanadoo	AA
Snowboard Heaven	Capcom	Sp
SOCOM 2	Sony	AS
Sonic Heroes	Sega	P
Spider-Man 2	Activision	AA
Splinter Cell 2	Ubi Soft	AA
Spy Vs Spy	TDK	Pz
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tbc	RPG
Star Trek: Shattered Universe	TDK	S
Star Wars Galaxies	Activision	RPG
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Suffering, The	Midway	AA
Super Bust-a-Move 2	Ubi Soft	Pz
SWAT: Urban Justice	Vivendi	AS
Syphon Filter: Omega Strain	Sony	AA
Teenage Mutant Hero Turtles	Konami	Bt
Terminator 3	Atari	AA
Thunderbirds	SCi	AA
Transformers	tbc	M
Trivial Pursuit Next Gen	Atari	Pz
Venus and Braves	Capcom	RPG
Virtual-on Marz	Sony	M
Voodoo Islands	Koch	AA
Wheel of Fortune	Atari	Pz
Whiplash	Eidos	AA
Wizardry	Ubi Soft	RPG
World Rally Championship Online	Sony	R
Worms 3D	Sega	Pz
Wrath Unleashed	Activision	AA
Xenosaga	Sony	RPG

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.

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PlayStation.2
THE THIRD PLACE

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OPERATION: MIDWAY

Our mission: To infiltrate Midway and gain exclusive access to the return of old favourite *Spy Hunter*, plus some brand new titles. PSM2 sneaks into the bowels of Midway's top-secret underground HQ (OK, we made that bit up) to bring you this even topper-secret report...

KIPPER SPY: The new Interceptor's packed to the gills with gizmos that'll make short work of anything thrown at it.

MINCE SPIES: It might have dated visuals, but it's the same NOSTRA-busting gameplay underneath.

SPY MUNTER

***Spy Hunter*'s roots lie in the dark, smoky arcades of 1983, when Bally Midway introduced the original top-down game in its swanky sit-down cabinet. While now looking less than pretty, at the time it was a stunner, honest. No, really. Its gameplay was also groundbreaking, being one of the first games to introduce driving and shooting simultaneously. The basic formula (the weapons, the ability to transform into different vehicles, the weapons vans, etc) remains largely unchanged for the PS2 games, testament to the sheer playability of the original.**

SPY HUNTER 2

Break out the vodka Martinis, dust down your niftiest spy gadgets and prepare to be hunted again...

Spies are great. Bond, Hunt... er... Smiley – they're dead good, with their exploding pens, car ejector seats, poison umbrellas, cameras in their button holes and other sneaky stuff. See? Brilliant. They're perfect videogame fare too – just ask EA how many copies of their 007 games they've shifted over the last few years. OK, don't bother, just trust us – it's a lot.

So when Midway announced it was re-making ancient top-down arcade shooter *Spy Hunter* back in 2000, we were excited, if a little hesitant. It had great potential, but could easily be fudged badly in the transition to 3D. Thankfully, coders Paradigm delivered the goods, producing a slick espionage thriller that brought the series bang up-to-date, while retaining the simple, thumb-bleedingly-addictive playability of the arcade machine.

Three years later and we're in San Diego, California, for an exclusive interview with Zach Wood, producer of the freshly-unveiled *Spy Hunter 2*, and we're keen to see what he's come up with for the sequel. Curiously, we're informed that Zach's the brother of Lord of the Rings star Elijah. We briefly toy with the idea

SPY MASTER: The environments all look good – we're not sure why the sky's purple here, though...

LIVE & LET SPY: Things are just as hectic on water, with enemy fire coming from all directions

"ITS GAMEPLAY WAS GROUNDBREAKING, BEING ONE OF THE FIRST TO INTRODUCE DRIVING AND SHOOTING SIMULTANEOUSLY"

OPERATION: MIDWAY

"GLOBAL CATASTROPHE"

4. HOMING MISSILES: Triggered with R2. Then use L3 to cycle through available targets.

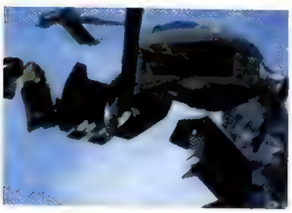
1. PRIMARY WEAPON: Your big-ass machine-guns, plus whatever upgrades you can unlock during the game. Hit R1 to let rip big-style.

2. DEFENSIVE WEAPONS: Oil slicks, smoke screens, and the new landmines make for a more impressive defensive arsenal. Check out the enemies' positions in your rear-view mirror, then hit L2 to activate.

3. NON-HOMING MISSILES: Make sure you're pointing 'em in the right direction, then let one fly with a press of R1.

EYE SPY

Can't be arsed to stick the DVD in your PS2? Tsk, shame on you. Ah well, here's the best bit from the DVD trailer laid out for you – the Interceptor's slick transformation from car to snowmobile. Cooler than skinny-dipping at the North Pole...



of asking if his sibling's feet are really that furry, but quickly decide it wouldn't go down well, and make a mental note to stick to talking games. On arrival, Zach (who, it turns out, is surprisingly un-Hobbit-like) begins by demoing the E3 trailer (see this and our interview for yourselves on the DVD this month), and fills us in on what's new for the sequel.

"THIS TIME, THE FECKERS HAVE DECIDED TO DE-STABILISE THE WORLD'S POWERS BY MELTING THE POLAR ICE CAPS"

WHAT'S THE STORY?

Not surprisingly, secret agent Alec Sects is back in the driver's seat, and going tête-à-tête again with the sinister NOSTRA Corporation. This time, the feckers have decided to de-stabilise the world's powers by melting the polar ice caps and causing a global catastrophe. He's not alone this time, though. A mysterious new female character, currently enigmatically known only as 'Agent X,' turns up at different points in the game to help out. Though not actually playable, she assists in achieving objectives, and at another point even goes and gets herself captured, silly girl.

The game's also much bigger now. Set in Asia, Russia, New Orleans and the Swiss Alps, each area's split further into four. To beef things up even more, Bosses have been added for each of the

ROADKILL

Not a small hedgehog waddling blindly across the central reservation of the M5, but Mad Max-meets-*Twisted Metal*-meets-*GTA*. Get ready for *Roadkill*.

Being developed by an internal team at Midway San Diego, (and therefore available for a sneaky peek by PSM2), is mission-based car combat game, *Roadkill*. At first glance, you'd be forgiven for thinking it's just another *Twisted Metal*, but after some hands-on quality time with the game, we've learned it's a whole lot more. Producer Jeremy Airey talked us through it.

Set in a future where the world's been devastated by a plague known only as 'The Rot', you play as Mason Strong, a newcomer to the gangland power struggle that now ravages the world. Starting as an unknown, your objective is to build your reputation by working for (or stealing the bikes/cars out of) each rival gang and slowly build your own over 30 main missions, plus a multitude of sub-quests, until you become the ultimate Road Lord. Three living cities await. With six heavily loaded car gangs to

"YOU PLAY AS MASON STRONG, A NEWCOMER TO THE GANGLAND POWER STRUGGLE THAT RAVAGES THE WORLD"

bumper. It's all a bit GTA really. Still, that's fine by us.

Aside from this reputation-building, Midway have slotted several other key features into the game that they hope will provide players with more than just duffing up people's motors. A scavenger system provides a motivation for players to explore the cities. Tucked away in locations across the world are various fragments of objects – collect these together with the relevant blueprints and one of your men will put them together to make weapons upgrades or new vehicles. On top of this, you can make cash to build your empire by salvaging parts from the enemy vehicles you destroy.

Cash has other uses in the game though. If you're struggling to complete a mission you're able to buy it off, a clever idea

geographical locations. In Asia, this is a train, with a different attack pattern to deal with for each carriage. Here Zach seems particularly chuffed with what they've come up with. The team's created an 'Endless Highway' for these sections, meaning that the game streams pieces of terrain randomly from the disc, and keeps going until either you or the Boss is destroyed. Nice idea – the random factor means that you'll never know what the road in front of you is about to throw up, making for a different experience each time you play.

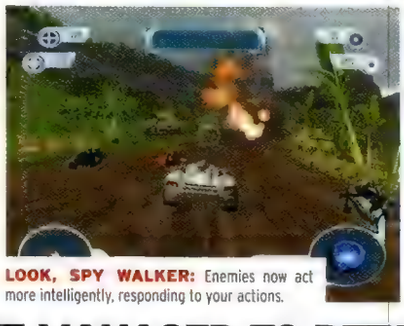
TECH SPECS

Zach slaps in the latest build. A brand new Interceptor's been developed for the sequel and driving it is instantly pleasing. Angel Studios (*Midnight Club* and *Smuggler's Run*) are doing the business this time, and their experience with driving games is noticeable in the handling. There's definitely a more realistic physics engine at work now, but they've also managed to retain that arcade accessibility *Spy Hunter* demands – a clever balancing act that feels more satisfying than before.

The less than convincing AI of the previous game's enemies has benefitted from the use of Angel Studio's technology too. Before, NOSTRA goons would simply drive along set patterns, on rails, almost, and it was obvious very little time had been invested in providing them with convincing intelligence. Now, they have certain behaviours. They might lay mines, for example, which you'll have to strafe to avoid; some will follow you remorselessly, while others will tail off after a while. Many will try to ram you, and the physics involved when they make contact with you is much more apparent than before, with them veering off to the side, their tyres screeching with the force of the impact, instead of sticking fast to the side of your car like limpets.

Zach's keen to point out that they're making

MILE SPY CLUB Use the machine guns to take out the mines, then rocket everything else.



LOOK, SPY WALKER: Enemies now act more intelligently, responding to your actions.

"THEY'VE MANAGED TO RETAIN THAT ARCADE ACCESSIBILITY SPY HUNTER DEMANDS – A CLEVER BALANCING ACT"

SPY FREEDOM: Look, you even get to liberate statues from their plinths – brilliant!

The entrances the possibility of being unable to progress. It's also used to lower the 'run level' triggered among the populace if you cause too much chaos. Here, the citizens go postal and start attacking anything that moves. Messy.

In another *GTA*-inspired level, the game's 68 playable vehicles all have tasks to perform. Complete with talk shows, radio stations, and cars featuring programmes being returns to the, these tracks are proving the most difficult to license due to the violent content. Apparently, not. Dancing didn't seem anything to do with it. Personally, we can't see the harm in being able to drive merrily along to Love On The Rocks while planting bombs all over the neighbourhood. Don't we, dear readers?

KILL THRILL: Drive the cars while your wingman blasts the bejezus out of everything around you. Now that's what we're talking about!

MULTIPLE CAR PILE-UP

The multiplayer's been catered for, too, and the game currently has eight four-player deathmatch levels. It's pretty straightforward stuff, with the usual assortment of power ups (invisibility, quad damage, etc), but it's a good laugh nonetheless. Tantalisingly, Midway's thinking about co-op too, where one player controls the guns, while the other one drives. We just hope that they manage to squeeze it in before the release date.

DEATH-WHEELING: Here's the death match in action. It's the co-op mode we want to see though.

NOSTRA DAMN US: Concept art was produced for every vehicle and setting.

SPY ME A RIVER: Many areas offer water sections, so you can get in a bit of boating action.

the game less linear this time around, adding some arena sections to break up the point-to-point driving. Unfortunately, these weren't included in the build we were shown; so for now we have to take Zach at his word that these will involve hectic gameplay in a similar vein to *Twisted Metal* and *Vigilante 8*. Whether this actually benefits the finished product, or simply makes the whole thing feel disjointed, we'll see in time.

GIMME MORE

The team's also eager to give players more choices, mainly through weapon customisation. Completing secondary objectives during the missions unlocks upgrades for each of the weapons that are initially available (such as the machine-gun upgrade that provides added firepower, plus bigger clips). Between missions, the player can then pick the ones they want, and assign them to the shoulder buttons. It's a nice touch, which should at least allow for varying approaches. The weapons system in

"WE'RE ESPECIALLY PLEASED THAT THE MULTIPLAYER'S BEEN GIVEN MUCH MORE THOUGHT THIS TIME AROUND TOO"

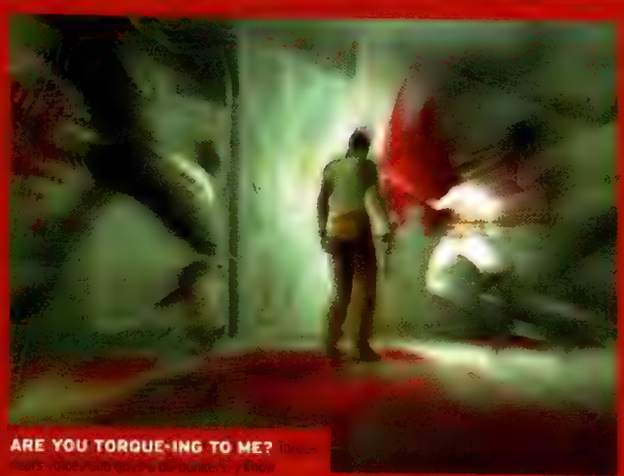
THE SUFFERING

Suffer the little children. Or, in this case, a murdering bunch of psycho convicts.

According to *The Suffering*'s producer, the *Silent Hills* and *Resident Evils* of this world get their scariness from 'Bad controls and bad camera angles'. It's a fair, if somewhat sweeping, statement. For this new horror title, he reckons Midway are re-writing the rules, aiming to provide players with an action-oriented game that's fun, not frustrating to play, while still scaring the Y fronts off them. It looks like they just might do it, too.

We begin with convicted murderer Torque arriving at a maximum-security lockup having apparently chopped up his wife and children in an orgy of violence. He's on a one-way trip to the gas chamber but he's not been there long before bizarre things begin to happen. All hell breaks loose as strange creatures invade, slaughtering most of the prison inhabitants and leaving Torque to figure out what the heck's going on.

Midway won't reveal the finer points of the plot – that's for you to discover – but these monstrous invaders all relate in various gruesome forms of execution, and are fixed on trying to dispose of you in the same way. The first ones we came up against, for example, were determined to decapitate us with



ARE YOU TORQUE-ING TO ME? Torque does indeed look pissed off. You know.

"HE'S ON A ONE-WAY TRIP TO THE GAS CHAMBER, BUT HE'S NOT BEEN THERE LONG BEFORE BIZARRE THINGS BEGIN TO HAPPEN"

NO WOMAN, NO SPY: No ability to play as Agent X? Ah well, at least we've got the Interceptor.

general's been given an overhaul too, and they're now all individually targeting, so it's possible to lock on to airborne enemies with homing missiles, while shooting the crap out of everything in front with your machine guns. Needless to say, it's very cool. Landmines have even been added to the Interceptor's defensive array, making them much more useful than just the oil slick and smokescreens of the last game.

We're especially pleased to discover that the multiplayer's been given much more thought this time around, too. Aside from arena-based head-to-head deathmatches, Zach informs us that they're currently planning a two-player co-op mode that'll let us play through the entire single-player campaign. This works by letting one of the players drive, while the other takes control of the weapons systems – and a switch is possible when the car's driven into a weapons van.

Plenty to look forward to then, and we sincerely hope they manage to squeeze it all in. It's obvious from our time with the game that it's in very capable hands, and despite the stiff competition it'll have from EA's latest money-spinning Bond outing, we leave Zach pretty confident that come the end of the year, we'll be gleefully whipping NOSTRA ass again. Still, a real shame we don't get to actually *play* as the sexy spy-babe. One for *Spy Hunter 3*, perhaps... **PSM2**

CAR PHWOARS

The Interceptor's swishy, swanky ability to transform itself into different vehicles is, of course, one of *Spy Hunter*'s most memorable features. In addition to the snowmobile seen on the previous page, this brand new G-8155's got a couple more new surprises for the sequel:

1. First up's the off-road mode, where the car turns into a 4x4 for better traction in treacherous conditions. This can be selected at any time you like, and gives an instantly noticeable improvement in grip. Very handy when you're up to your bow-tie in the muddy backwaters of Asia.
2. The escape bike's now available to players whenever they want. Use it like a weapon, waiting until you're surrounded, then trigger it, and the ejecting parts act as projectiles, smashing into enemies.

SPYDER BLAM: Even the escape bike packs a serious punch. Get out of our frikkin' way, punks!

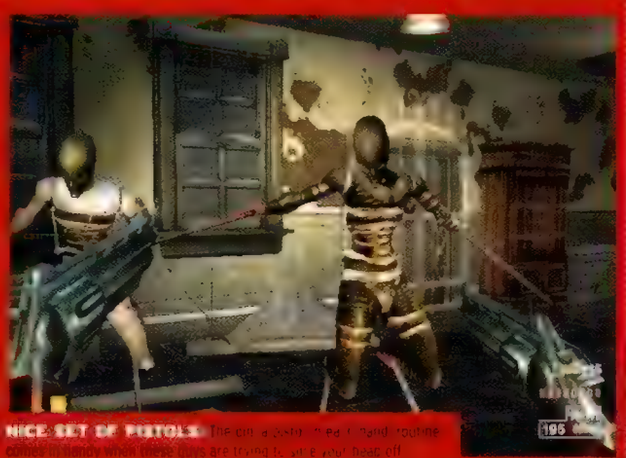
TORQUING HEADS: Are these creatures somehow part of Torque's twisted imagination?

their razor-sharp blades. A close shave, by anyone's standards.

Things are a little more complicated than straightforward slicing 'n' dicing though. As Torque encounters more of these strange creatures, it sends him insane, and hallucinations begin to creep in, blurring the line between reality and imagination. Creatures appear, and then vanish, disturbing imagery of his family's murder flash before his eyes, and he begins to hear voices in his head, telling him to do bad things.

These voices aren't just there for creepy effect either. Listening to them has a direct affect on the gameplay, and there are three different endings, depending on the way you play it. Want to gas that helpless guard who's trapped in the death chamber? Go for it, hey, son. Just remember that you're affecting the course of the story. If you play like a mentalist, certain characters won't help you out and you're more likely to be met with hostility.

And when was the last time you played a game with an insanity meter. Once full Torque transforms into a rage mode creature, and is able to batter enemies better and absorb their special abilities. Thus learning new attacks. It's a useful tool, which can be invaluable, but a total if triggered too often. Bottom line? *The Suffering* plays like *Silent Hill* with a first/third person perspective switching feature thrown in – which seems like a winning combination to us.



NICE SET OF PISTOLS: The old gun-to-head routine comes in handy when these guys are trying to blow your head off.

This has got fantastic potential, so take a deep breath and embrace one of the goriest, darkest and most expletive packed games this side of Sodom and Gomorrah.

STAN, STAN, THE MONSTER MAN

Meet Stan Winston. If you don't recognise him, you'll almost certainly know some of his creations. Alien, Predator, the Terminator, the dinosaurs of Jurassic Park – his technical wizardry is behind them all. Thirty years' experience in the film industry has made him The Main Man when it comes to creating weird and wonderful creatures. It was a wise move for Midway to ask him to come up with the designs for the gruesome inhabitants of *The Suffering*, then.

TEAM: You and up to seven of your badass buddies.
MISSION: Using Broadband and the PS2 Network Adaptor, go online and show the world who's boss.
EQUIPMENT: During battle, swap butt-kicking strategies with your team over the SOCOM headset.
EXTRAS: Mates a bunch of pacifist losers? Play the whup-ass single player game.

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PlayStation.2

THE P WERFUL PLACE THE BR VE PLACE THE THIRD PLACE

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PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE レビュー

レビュー

THINK THAT PSM2 SCORES TOO HARSHLY? LET US ASSURE YOU – IT'S ALL RELATIVE...

DAN D

Dan D twisted his ankle this month. To test the nerves, the doctors held two test tubes, one containing hot water, one cold water, against the injured area to see if he could feel the difference. Thing is, while you can tell one tube is clearly 'warmer' or 'colder' than the other, it's hard to describe one as definitely 'hot' or 'freezing'. You can only really tell the difference by describing one relative to the other.

It's the same with videogames. A good game could always be better, a poor game could always be worse. All we can do is hold the two side by side and compare them relative to the other. That's why scoring by percentages gives us the greatest scope for comparison. If we give *MGS2* 96% and *SSX Tricky* 95%, we're simply saying that both are brilliant, but one is a *marginally* better purchase than the other.

Trust us, we don't give out scores lightly. We debated the *GTA:VC* score for days. *Ico* almost lead to a fist fight. The *Silent Hill 3* score was changed four times before publication. Before deciding on a score, we always look at similar games in the genre and ask "what would we rather play?" before putting finger to keyboard. Some people might not like it – but it's the truth.

PSM2'S MANIFESTO

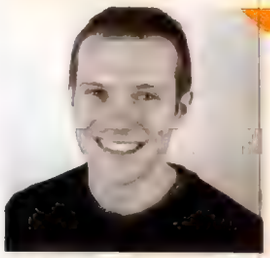
PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DANIEL DAWKINS

- **SPECIALIST IN:** Action adventures, footy
- **HAVING FUN WITH:** Lord of the Rings, pain relief

The big boys broke Dan's foot this month so he's been unable to stand. Oh the fun we had sitting him in front of Des and Mel and taking the batteries out of the remote control.

DAVID HARRISON

- **SPECIALIST IN:** Late '80s dance crazes, fungi
- **HAVING FUN WITH:** SX Superstar, sandwiches

Football-loving Dave will be gutted when Beckham leaves for Madrid later this month. Not because he's a fan, but because Beck's has told him that he wants his ridiculous hair back.

JONATHAN BRYANT

- **SPECIALIST IN:** RPGs for the super-intelligent
- **HAVING FUN WITH:** Freedom Fighters, and men in general

Jonnie has just come back from a week sunning himself on a remote island. He'd wanted to stay longer, but his nude sunbathing at the M4-M5 interchange was causing pile-ups.

DANIEL GRIFFITHS

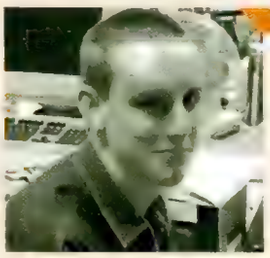
- **SPECIALIST IN:** Adventure, cheeses
- **HAVING FUN WITH:** Tomb Raider

After the failure of his boy band 'Harsh Words' Dan recently renamed the staff of PSM2 'PSM2 8'. Nick makes a great mic stand and Jonnie's corrective surgery makes him ideal for the high notes.

NICK ELLIS

- **SPECIALIST IN:** Rhythm action, the undead
- **HAVING FUN WITH:** Eye Toy, grease, small spaces

"TV? Never watch it," says Nick before insisting that he be imprisoned in the PSM2 office 24 hours a day and that a phone poll be carried out every Friday night to see if he can leave. Curious.



JAMES WHITE

- **SPECIALIST IN:** Michael Douglas' sex addiction
- **HAVING FUN WITH:** Too many remote controls

Movie-loving James is such a regular at his local cinema that they've given even him his own seat. All they ask is that he wipes it clean and lifts it back up when he's finished.

JOEL SNAPE

- **SPECIALIST IN:** Being angry for no reason
- **HAVING FUN WITH:** Sitting in Jonnie's chair

You can now pre-order Joel's 'book' at amazon.co.uk. Just type Joel Snape into the search and you'll find the great man's work. Best get in there quick or he might have to print out another copy.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch

PSM2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハフヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping. Fantavision is the PlayStation 2's simplest, and arguably greatest, invention yet.
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
VERDICT
GAMER'S CHOICE
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラミカ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シラミカ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality

›HARD-HITTING シラミカ

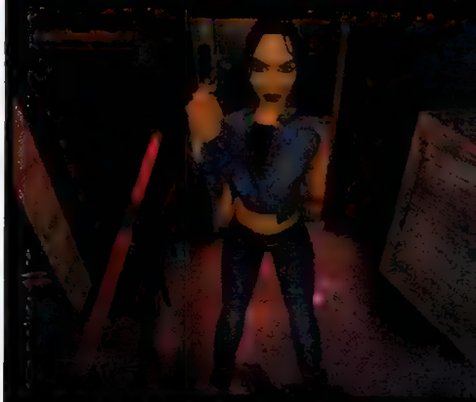
THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS



TOMB RAIDER 62
The Hulk 066
Mace Griffin 068
Die Hard 070
Le Tour de France: Centenary Edition 072
SSX Superstar 074
Starsky & Hutch 075

EYE TOY 76
Return to Castle Wolfenstein 078
Dead to Rights 080
Perfect Ace Tennis & Next Gen Tennis 081
RTX Red Rock 082

DVD REVIEWS

Jackass: The Movie 084
Catch Me If You Can 085
Star Trek: Nemesis Special Edition 085
Gangs of New York 085

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Core Design
- **PUBLISHER** Eidos
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **EXTRAS** One player, DualShock 2, Memory Card

DETAILS

- 35 sub-level zones set across two locations, Paris and Prague.
- Two playable characters: Kurtis Trent and some Lara Croft bird.
- 25 to 30 hours of running, jumping and save gaming gameplay.

OUT UK now

TOMB RAIDER THE ANGEL OF DARKNESS

"A NERVE-JARRING, BROW-FURROWING, JOYPAD SMASHING EXPERIENCE"

LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

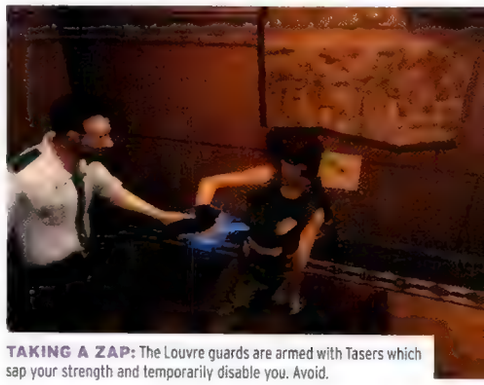
"LEAP AND MISS AND FALL AND DIE"

The most eagerly awaited PS2 game ever is here. And, to a man, we'd rather play *Scooby Doo: Night of 100 Frights*.

REVIEWER: Daniel Griffiths

Welcome to the first real review of *Tomb Raider* on PS2. By now you can buy the game in the shops. We only hope that you've resisted so far because, despite the years (literally) of waiting, the word 'disappointed' doesn't do justice to how we feel.

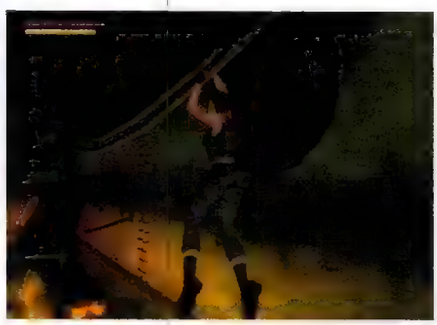
Perhaps the internal workings of PS2 are to blame. *Tomb Raider* used to be all about *space* and *size*. Remember when you'd emerge high above a new area and gasp as it expanded hundreds of metres across, above and below you? New *Tomb Raider* feels claustrophobic at times as levels are often nothing more than a few corridors or staircases in size. Old *Tomb Raider* used to load an entire level – a level more often than not the size of Sheffield city centre – in one go. Now new *Tomb Raider* dips into the disc every large room. Yes, there are some largish traditional *Tomb Raider* zones to have fun in (filled with some very familiar-feeling crumbly walkways and 'can I make that jump?' self doubts) but it's the plodding down pipes, corridors and streets in between that will have you wondering where the magic's gone.



TAKING A ZAP: The Louvre guards are armed with Tasers which sap your strength and temporarily disable you. Avoid.

You now have to control Lara entirely with the analogue stick. Push hard for a run, slow for a walk. And – very important, this – you move in the direction you push, relative to where the camera is. Sounds sensible enough, but trying to line up *exactly* with an opening ahead for a potentially deadly jump takes *ages*. And to make her run forwards at the vital moment you may need to nail a stick movement from vertical to 32 degrees in a single fast motion. Do it too slow and she'll take a few steps – right off the edge of a cliff. Hit 31 degrees instead and she'll turn slightly, mid run-up, leap and miss and fall and die.

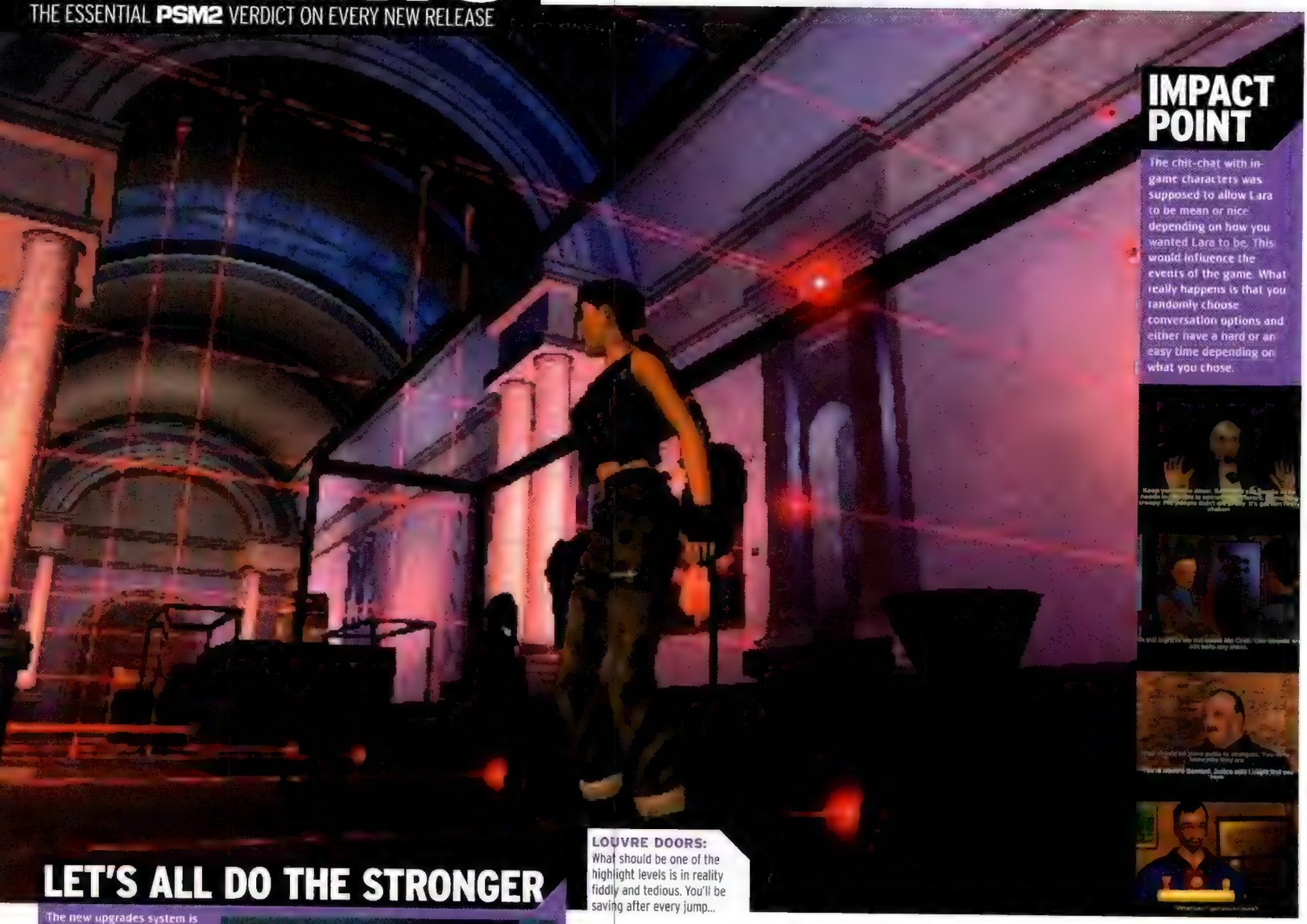
"TOMB RAIDER USED TO BE ALL ABOUT SPACE AND SIZE. NEW TOMB RAIDER FEELS CLAUSTROPHOBIC"



SHIMMY MALLET: Dangling from ledges and pipes is often the only way to get across to new areas. Watch your grip meter.

The solution is to jockey the camera around on the right stick to make sure that forwards on the left *is actually forwards* then make sure you nail that analogue forwards motion. Yes, you can do that but rather than *being* Lara Croft it ▶

FLASH FOR QUESTIONS: Objects you find laying around seem to have emergency beacons attached - such is their flashiness.



LOUVRE DOORS: What should be one of the highlight levels is in reality fiddly and tedious. You'll be saving after every jump...

IMPACT POINT

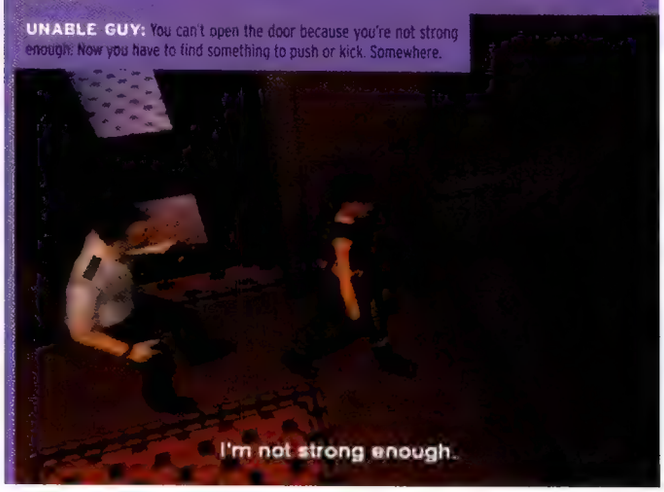
The chit-chat with in-game characters was supposed to allow Lara to be mean or nice depending on how you wanted Lara to be. This would influence the events of the game. What really happens is that you randomly choose conversation options and either have a hard or an easy time depending on what you chose.

LET'S ALL DO THE STRONGER

The new upgrades system is the dregs of an innovative new 'change Lara as the game progresses' notion. Lara now gets 'stronger' as you play and will be made able to do things that she wasn't able to do before. But miss one of the upgrades that are frustratingly hidden in amongst the random objects you have to push and pull, and there's a risk that you won't be able to make a crucial jump or open a door later – and never know what you missed, or indeed if you're missing anything at all...

KICK ASTLEY: Some doors you can't open, some others you can kick in – and your legs will magically become stronger too.

UNABLE GUY: You can't open the door because you're not strong enough. Now you have to find something to push or kick. Somewhere.



▶ feels like you're operating a life-size puppet of her made out of sausages via a system of twisted ropes and pulleys. It's like Weekend At Bernie's 3.

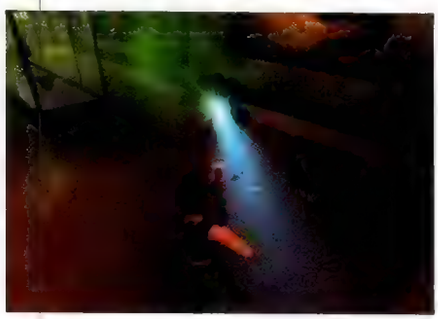
SO EMOTIONAL

So what's really new (besides the awful controls)? How about Lara's new ability to 'talk' to the people she meets. This is all that's left of the much mooted 'emotion' element in the game – the ability for Lara to be nasty or nice to other characters. You get occasional choices in dialogue – which can lead to instant deaths if you choose the wrong options or, we found, characters totally clamming up and preventing you from getting any further into the game.

There are some nice plot branches, where choosing different dialogue unlocks different entries into the next 'load', though you do wind up at the same plot-essential area and event before long.

The graphics are very nice, easily on a par with *Vice City* but still some way behind the likes of *MGS2*, and the behind-the-scenes technical stuff is clearly very clever, with nice lighting and occasional fog and water effects. Lara looks good with some nice lip-synching to dialogue and, for the most part, interacts with the solid scenery in a believable fashion. However, if you were really expecting a step up for PS2 you're going to be disappointed. This is one of those PS2 steps, like *Tekken 3* to *Tekken Tag*, or *Ridge 4* to *Ridge 5* rather than the *MGS1* to *MGS2*-style 're-inventing' we've been promised since issue 2.

"RATHER THAN BEING LARA, IT FEELS LIKE YOU'RE OPERATING A PUPPET MADE OUT OF SAUSAGES"



BEAM GAMES: The lighting throughout the game is top notch and the rest of the graphics are a perfectly adequate PS2 upgrade.

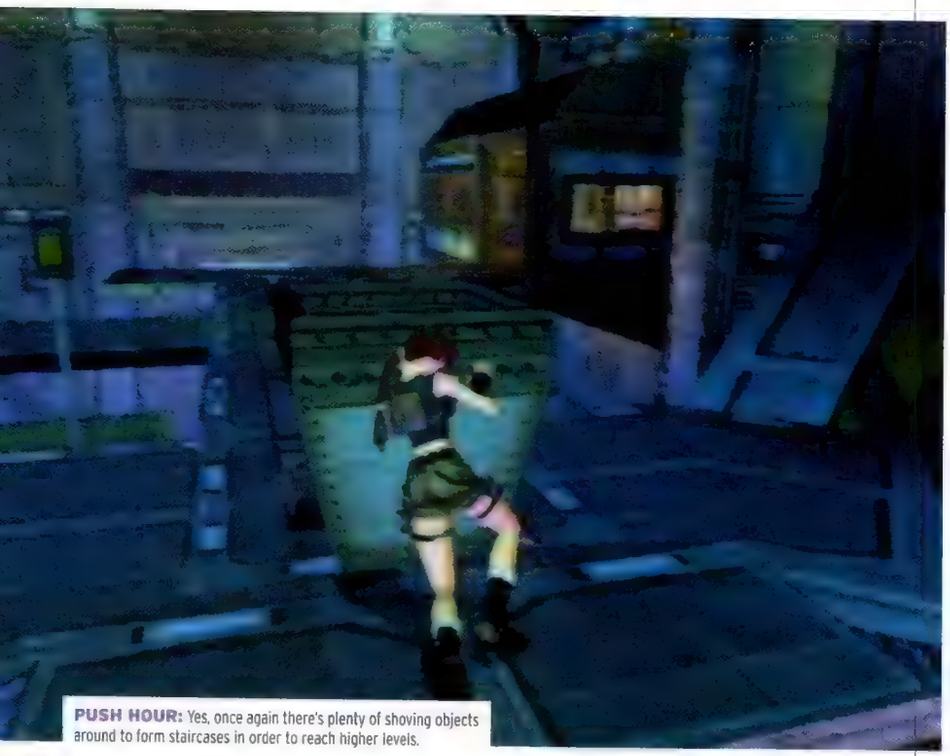
CROFT IN THE HEAD

But it's the catalogue of minor disappointments and petty grievances that made every *'Raider* session a chore. How come some enemies are indestructible? How come Lara grabs some ledges and not others? How come you can fall off certain surfaces *even when you're holding down the safe walk button?* How come you can't look around with the left stick when you hold down 'look'? How come it takes so long to go into the

LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

LEGAL DANGLES: If the game's being nice, you'll automatically grab if you fall off a ledge. Doesn't work every time, though...

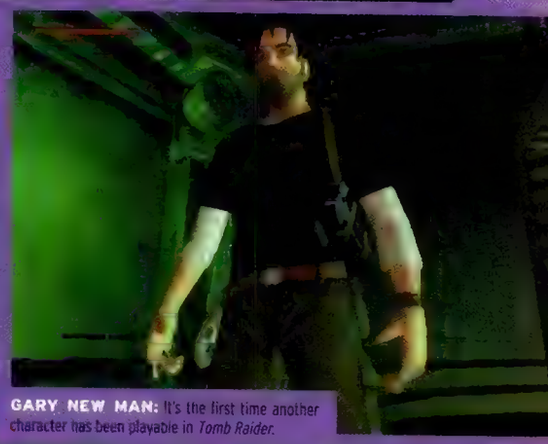
MURDER WAS THE CHASE: The enemies are quite a bright bunch, though the fierce auto-aiming takes the fun out of shoot-outs.



PUSH HOUR: Yes, once again there's plenty of shoving objects around to form staircases in order to reach higher levels.

RUM AND BLOKE

Look! It's a man! Kurtis Trent is another playable adventurer who crops up for two small levels in Prague. Despite being much hyped over the past year or so, he is basically exactly like Lara only slightly fatter. And a man. And his tiny levels are somewhat lacking in comparison to some of the smarter designs that crop up later in the game.



GARY NEW MAN: It's the first time another character has been playable in *Tomb Raider*.

DUKE OF TRENT: He might be slightly larger but he doesn't run any faster – the whole game is treacle slow unfortunately.

ZOOT SHOOT: Like Lara, Kurtis pulls a gun on L1 and then aims automatically, *Tomb Raider*-style.

"CORE PROBABLY HATE THIS TOMB RAIDER. IT PROBABLY SUCKED EVERY NUGGET OF JOY OUT OF THEM"

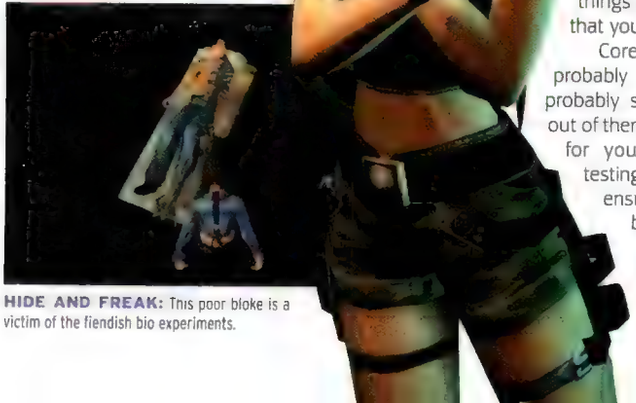
inventory? Why didn't they put 'always forwards' and 'always backwards' on the D-pad for those 'run and jump' and 'hop back for a run up' moments? Where are you going, woman?! For God's sake *I was pushing forwards!* Etc.

And don't get us started on the new 'upgrades' system – officially the most reasonless gaming mechanic *ever*. Rather than have switches and doors (which is like *sooooo* last *Tomb Raider*) you now have doors that you 'aren't strong enough' to open until you get the extra strength by doing something else. Tallying what you have to do (the 'key') to what it's allowed you to do (open the 'door') is impossible and random. It feels wrong (see Let's All Do The Stronger for more). And then – laughably – they have doors and switches too. Words fail us, so we'll stop trying to sentence together a string .

Between the dialogue choices, bizarre random upgrade system and precarious ledge-shuffling, playing *Tomb Raider* is a nerve-jarring, brow-furrowing, joypad smashing experience. You can never relax and enjoy the good things as you're always too worried that you're doing it all wrong.

Core are clever people. They probably hate this *Tomb Raider*. It probably sucked every nugget of joy out of them. Guys, we've got five words for you: focus groups and beta testing. A little common sense will ensure the next *Tomb Raider* will be a lot better. We look forward to playing it. Until then we'll pass. PSM2

Out now. But we're not telling you where.



HIDE AND FREAK: This poor bloke is a victim of the fiendish bio experiments.

SCOTT'S CHOICE

1 **SILENT HILL 3**
If you want stylish, absorbing (and scary) action adventuring, then this is the one to go for. Superb.

2 **DEVIL MAY CRY**
As handgun toting mercenaries go, they don't come more polished than Dante.

3 **TOMB RAIDER: ANGEL OF DARKNESS**
A plodding, fiddly and distinctly average action adventure.

PSM2 VERDICT

GAMEPLAY
+ The familiar raiding of tombs – with some awful bits in between
- All the new stuff stinks

GRAPHICS
+ Occasionally gorgeous. Mostly excellent
- Lara's not as detailed as we imagined.

SOUND
+ Full-on orchestral score, plus good voice acting
- High drama music at odds with low drama action

LIFESPAN
+ As big as it needs to be.
- But about half the size of the (frikkin' massive) PSone games.

OVERALL
Dissing *Tomb Raider* feels like calling your Mum a whore, but this just isn't anywhere near as good as you were praying that it would be.

58

BURIED

OUT UK NOW

THE HULK

Who needs noncey webs when you've got fists like steam-hammers and a raj-on to match?

REVIEWER: Al Bickham

What is it with superheroes and pants? There's Superman, with his red shreddies. Robin, with that whole knickers-over-catsuit business. And The Hulk... Irrelevant of Dr David Banner's blue jeans, they turn inexplicably purple as he stretches them with his burgeoning thighs. What, does he secrete some kind of dye from his gargantuan plums? Best not go there.

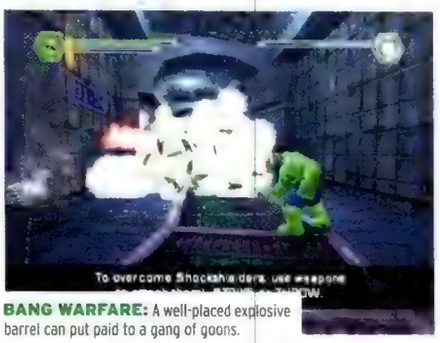
But of course, there's more to The Hulk than grundy conundrums. From the off, it's clear to see that this is a pretty stylish affair – far more so than most third-person action games. The CG intro cutscene kicks things off in a cel-shaded yet curiously 3D style, and very good-looking it is too. And like most games, you sit through the intro, thinking it's all well and good, but will the in-game graphics cut it by comparison?

Happily, they do. This style seeps through to the in-game engine, giving the whole thing a thoroughly cartoony and utterly immediate feel. It's fast, it doesn't have the same old fluffy Renderware feel as most action games, and it's pretty spectacular to boot. Charging around the landscape with your fists flying, it soon becomes apparent that almost all of the scenery around you is smashable. The beauty is, all the damage is incidental – you don't go out of your way to rip the place up; you're far too busy trying to fend off baddies for that. But the act of merely fighting back garners scenes of wholesale destruction, as pillars shatter, cars explode, pipes rip off walls with great gouts of steam and so forth.

"PILLARS SHATTER, CARS EXPLODE, PIPES RIP OFF WALLS WITH GOUTS OF STEAM"

Which brings us to Hulk's combat moves, which are many and varied. Alright, it's no *Tekken 4*, but you'll find way more options here than in most scrolling beaters. Along with the usual

BLOOD SUCKER: You must quash this boss by throwing items of scenery at him.



BANG WARFARE: A well-placed explosive barrel can put paid to a gang of goons.

INFO

- **CODE TESTED**
  PAL UK
- **DEVELOPER**
  Radica
- **PUBLISHER**
  Vivendi
- **GAME TYPE**
  Beat-em-up
- **PRICE**
  £39
- **ESSENTIALS**
  1-Player, DualShock, Memory Card

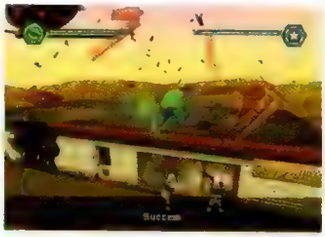
DETAILS

- Chock-loads of impressively punchy combat moves, all performed in thunderous Hulk style.
- Stealth levels, where you control David Banner as he sneaks around enemy facilities trying not to get caught by the fuzz.
- Marvel anti-hero bosses that require a scientific approach and a bit of creative thinking.

HANG WARFARE: Everyday objects are put to good use in your quest for survival.

IMPACT POINT

Hulky boy has some tremendously stylish moves: Clapper, Grabber, Thumper and Tosser – which is not as rude as you'd imagine



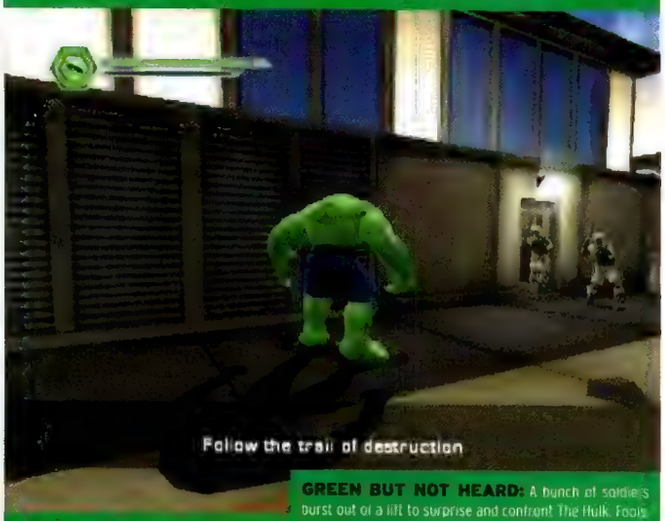
RADIO ACTIVE: You'll be updated with news bulletins regarding the state of the quake.

PEDAL GEAR SOLID: The game constantly surprises, like when you nick the bike.

BACK ATTACK: Multiple combat is the name of the game, and attacks from behind are a deadly distraction.

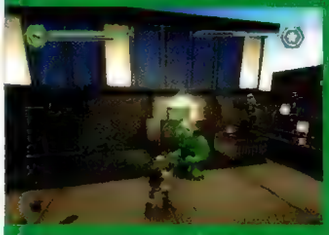
FUN FOR ONE

When it comes to brawling your way through the levels, you have some really choice options. And while certain parts of the game can be skipped past (you can sometimes run from a fight if your health is low – or you're simply bored), it's a good laugh experimenting with your skills to see what effects you can achieve. Here's a little sequence that made us laugh...

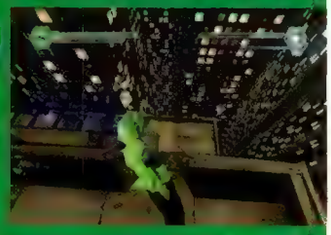


GREEN BUT NOT HEARD: A bunch of soldiers burst out of a lift to surprise and confront The Hulk. Fools.

BASH INJECTION: Let's see how many we can take down with a single mega-blow...



UNFAIR DISMISSAL: Three down – only one to go. Let's give him the special treatment.



DROP A LOAD OF THIS: Grab the little fellow, take him to the side of the building...

"PICK A HUMAN UP, AND YOU CAN SLING HIM AT HIS MATES, OR PUNCH HIM VERY HARD"

punches and kicks, you've some nice little combo moves, which illustrate his raw, brute strength. You'll perform giant thunderous hand-claps which blow people off their feet, clutching their ears against the shockwaves, giant build-up punches that tumble folk off-screen, and much more. There's also a grab button, which is context-sensitive; pick a human up, and you can opt to sling him at his mates, or punch him very, very hard. Pick up a mutant hound, on the other hand, and Hulk will grab its snout and plant a toe-punt under its chin, bowling it arse-over-tit backwards. It's an impressive sight and rather satisfying.

Much of the scenery can be used to your advantage too. Rip a pipe off the wall, and you can swing away at a line of soldiers. And when you're done with them, far-off targets can be brought low with a well-aimed toss. In fact, some enemies require this, such as soldiers bearing riot-shields; they're only susceptible to thrown objects.

Exciting as this all sounds, however, there's only so much you can take before you begin to wonder what else there is. And the answer is... not a lot, mate. Most levels amount to long-winded punch-ups, and the novelty of your monstrous fists soon wears thin. As if to address this, there's the odd 'stealth' level in which, as David Banner, you must infiltrate a facility without getting rumbled. But these are largely dull; mere interludes between combat sequences, and they don't really add much to the game.

Which leaves us with a moderately tedious basher. It's certainly fun for a bit, and fans will no doubt lap it up, but if you bore easily, then give it the swerve. You'll only end up reaching for the receipt and heading back to town. **PSM2**

The Hulk's angry now

INSIGHT

- Performing combos builds up your rage bar. When it maxes out, you enter Rage mode, which enables you to hit harder and perform devastating variants of your normal moves.

CHARLTON'S CHOICE

1 **GTA: VICE CITY**
Now this is what we call civil disturbance. Illegal and brilliant.

ICO
Like yanking Yorda around you can call to Karen and lead her carefully through some of the more treacherous terrain.

SOS: THE FINAL ESCAPE
Groundbreaking on many levels, but let down by slightly crude graphics and dodgy controls.

PSM2 VERDICT

GAMEPLAY
+ Cracking combat sequences...
- ...which soon become repetitive

GRAPHICS
+ Wonderfully vivid and cartoony.
- No complaints!

SOUND
+ Crumps and thumps. Up the volume
- Standard issue wooden voice-acting

LIFESPAN
+ Plenty of levels.
- Swiftly becomes repetitive.

OVERALL
A greenish, goon-crumping extravaganza and a visual spectacle that, sadly, becomes commonplace all too soon.

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GRUMPY

OUT UK AUGUST 2003

MACE GRIFFIN BOUNTY HUNTER

Ace of Mace? Only if you suspend your disbelief and occasionally squint during the cutscenes.

REVIEWER: Jonnie Bryant

This has got everything it should have storywise. A disaffected ex-boy scout framed for the death of his military brothers. A vast sci-fi galaxy filled with strange alien races. A sweeping plot arc that takes you half way round the universe and back. So why does it miss the mark by a hyperspace mile? Well, three main reasons spring to mind. The dialogue rarely rises above adequate – despite being wrapped in the gravel heavy tone of Henry Rollins – the animations make Thunderbirds look balletic, and the lip-sync...? Let's just say Kermit's capable of a wider range of emotions.

The fantastic news, though, is that all this crap quickly drops away and what you're left with is a decent little FPS-cum-space shooter with a heart that's made of pure cordite.

To start with, you're pounding the beat, feet securely set on terra firma (well, terra spacestation anyway). You've got a good selection of weapons with some tasty twists to both primary and secondary fire – the increasing mentalness of your assault chaingun as it whines into overdrive carries a real sensation of power. And you've also got lots of reasonably smart adversaries to poke a muzzle or two at. Sure there are a few downturns to the gunplay – poor turning speed, sluggish mid-level loads – but, for the most part, everything's cool with the odd touch of set piece genius to keep you hooked. Floors collapsing and dropping you into the midst of hostiles, bridges blowing out before you cross

SLIME EVERY MOUNTAIN: The game has three races: Humans, Jaldari and Valleakan, who all get on famously. Yeah right.

"EVERYTHING'S COOL WITH THE ODD TOUCH OF SET PIECE GENIUS TO KEEP YOU HOOKED"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Warthog
- **PUBLISHER** Vivendi Universal
- **GAME TYPE** First-Person Shooter
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

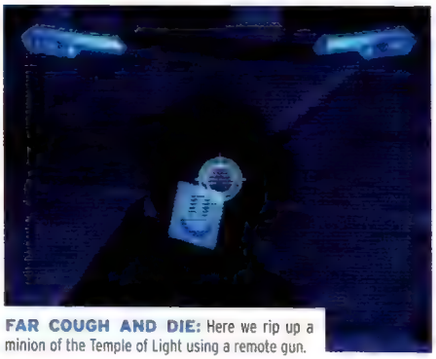
DETAILS

- Combined ground and ship-based combat with no load times between the two sections.
- Ten body chewers for your hands, plus an extra 11 weapons for your space ship.
- Six different ships to commandeer.
- 13 epic levels packed with enemies, some wonderful set pieces and enough surprises to keep you frosty.

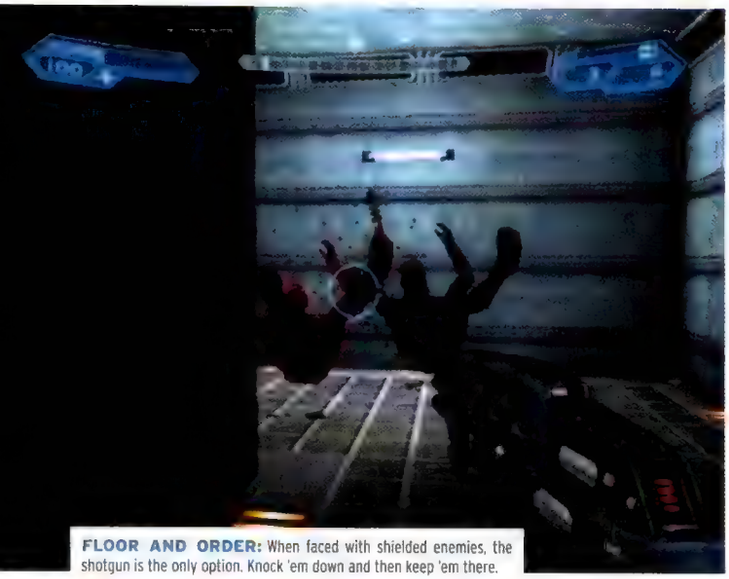
IMPACT POINT

It's already been done in a similar vein with *Half-Life*, but scrambling about inside a small vessel as it gradually approaches *and then enters* a huge structure, still raises the hair on our necks.

BASE MAKER: The space stations are some of the smallest levels, but they're still impressive.



FAR COUGH AND DIE: Here we rip up a minion of the Temple of Light using a remote gun.



FLOOR AND ORDER: When faced with shielded enemies, the shotgun is the only option. Knock 'em down and then keep 'em there.

CLOSE MAUL: The zoom on the sniper rifle is outrageous. So where do you want to hit him, the back teeth or the ear lobe?

INSIGHT

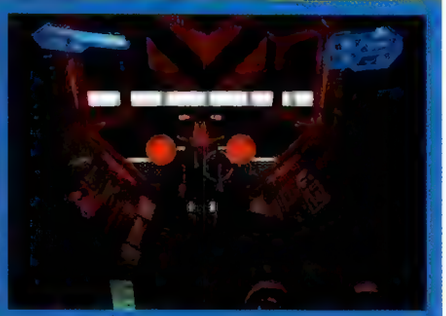
If you're not a fan of Black Flag or The Rollins Band, then you might not place the face behind Mace's voice. Well, he was third goon on the left in Johnny Mnemonic, and second goon on the right in Heat, the Hum-V driver in Jackass: The Movie, and the co-host of Full Metal Challenge with the lovely Cathy Rogers.

ROCKET BOBBIN GOOD

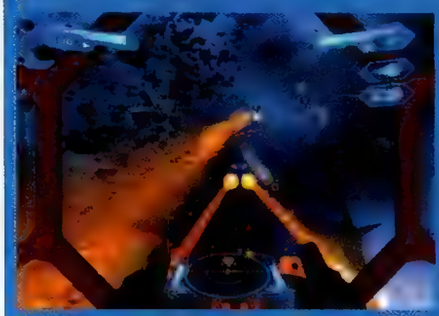
The ship set-up is dead slick. Enter any craft, head to the stylised cockpit, press Ⓐ and you're off. The ship banks round, the dock doors open and you accelerate out into a world of pain. You've got your lasers on Ⓡ, and missile on the other side of the pad on Ⓛ. The only questionable feature is the ability to strafe using the directional pad – the side movement is so slow it renders them useless for combat. That said, when it comes to docking, the little thrusters suddenly come into their own.

COFFIN FIT: Your first ship's the Pallbearer MK3. Great manoeuvrability, crap rate of fire.

ROCKET SET: The acolyte fighter is much faster, but it suffers from an absence of homing missiles. Shame.



VIEW AND CRY: Each ship has its own unique cockpit layout that can be entered or left by pressing Ⓐ.



AIM UP! The combat HUD usefully tells you where your next quarry is located, as well as what kind of target it is.

THE FLIGHT STUFF: Successful docking requires some gentle dabs of your thrusters on the D-pad.

them, surprise attacks from high stalking snipers... Everything you could wish from a sci-fi shooter. Then you reach another rubbish Punch and Judy-esque cutscene and you find yourself skipping rather than paying any attention to what's being said because you know – you just know – the next chunk of action's going to quickly paste over all the cracks.

Next up (quite literally) is space. You'll be pleased to know that the much vaunted seamless transitions are now in there... just. Yes, you can climb aboard any of the six flyable craft and zip straight out of the spacestations for some brilliantly realised combat. However, you then get hit with a great big load as you approach the boarding ramp. So, it's not exactly what we were expecting. Once outside, though, the sky fills with fighters, the music swells and you can see where Warthog earned their stripes with *Freelancer* previously. It's an extended blur of missile locks, smoking engines and screen shuddering explosions that eventually concludes with the genius touch of having to manually dock your craft. It's one of those rare moments when a developer attempts to mix up game styles and actually pulls it off.

The only problem with this is that the collected ideas that are gathered here – with the exception of the space combat – have all been lifted from other gaming influences. The curvature of Mace's face visor, the enemies with power shields, the control of remote guns... It's emulation rather than innovation, but ultimately held together well despite the flour-and-water-strength glue of the cutscenes. PSM2

Carving up the space lanes good and proper and mixing it up with the likes of Red Faction in about four weeks time

BOBBA'S CHOICE

1 **HALF-LIFE**
As far as sci-fi FPS titles go, the only thing we can fault this for is being old. If you haven't played this already get it in.

RED FACTION
More sprawling than its successor, but still gripping nonetheless.

MACE GRIFFIN
Baggy in the plot department, but compulsive when it comes to the shoot-outs.

PSM2 VERDICT

GAMEPLAY
+ Each level concludes with a sense of exhilarated excitement
- The ship combat just isn't as satisfying as that on the deck

GRAPHICS
+ Busy and large locations hardly phase the framerate.
- The cutscenes are bitty and the lip-sync horrendous.

SOUND
+ Rollins' voice-over combines with some great weapon effects.
- The pick up noise doesn't sound like you've picked anything up.

LIFESPAN
+ Each level's tough, and bigger than Jabba's jockstrap.
- The reset points after untimely death are a bit harsh at times.

OVERALL
Graphically blocky and none too sure of itself at times, *Mace* still triumphs thanks to its sharp combination of ideas and styles.

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TEAR JERKING

DIE HARD VENDETTA

Welcome to the party, pal! Erm, and ignore the fact that some of the guests look a bit ropey...

REVIEWER: Joel Snape

SHIELD OF DREAMS: You can't take hostages with a gun in each hand. And grab their guns before you cuff him, eh?

Mr Cowboy – you're starting to become an inconvenience... *Die Hard* games should be utterly brilliant, shouldn't they? Shooting smarmy ponytailed Euro-baddies, crawling through air vents, strapping C4 to office chairs, sticking dead terrorists in lifts – it's a franchise that lives on its glorious set-pieces. And, for the first time, a *Die Hard* console game tries to recreate that, rather than crowbarring in some tedious driving bits.

The trouble is, if McClain were really this inept, he'd have been pigmeat somewhere between "Scheiß den fenster" and "tell Karl his brother's dead". To explain: 'real' John McClain tapdances across broken glass, jumps off an exploding building tied to a firehose, while 'oven chip' McClain has trouble with overhanging ledges, can't fall more than five feet and, in one memorable instance, *loses health for running*

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Bits Studios
- **PUBLISHER** Vivendi
- **GAME TYPE** First Person Shooter
- **PRICE** £29.99
- **ESSENTIALS** 1-4 Player, Memory Card, DualShock 2

DETAILS

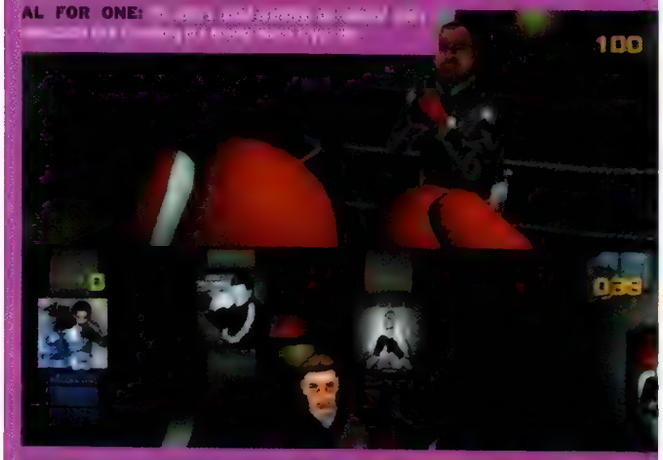
- 14 areas.
- More than a hundred characters throughout – each with interactive possibilities.
- Multiplayer featuring four modes, including Deathmatch, Capture the Badge, King of The Hill and boxing.

DIE HARD: VENDETTA

"COKE-SNORTING YUPPIES"

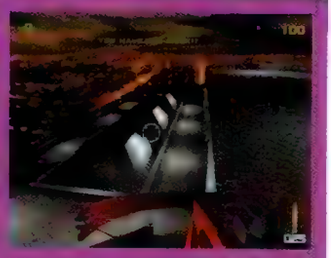
YIPPIE KIE-AY...

Commendably, *Vendetta* thumbs its nose at ITV's censorship policy, but the other references are more dubious - even though nobody else has aged, John's baby daughter now works for the LAPD and the main villain is Hans Gruber's long-lost son. But that's not all...



AL FOR ONE:

SEEN, NOT HAIRED:



NAKATOMI BLACKBURN:

DARK LIFE: There's even some highly dubious product placement - Rigel sponsor the night-vision goggles.

FRIENDLY FIRE: Hostage situations need quick reactions. Or Hero mode.

UZI LIKE SUNDAY MORNING: Traditionally, the man in first gets shot to show how dangerous all these terrorists are.

down some stairs too fast. *Vendetta*'s generally a bit too keen on fiddly jumping moments – which is a shame, because FPSs hardly ever do them well, and John's a bit over-anxious to pogo up in the air at the slightest variation in terrain. The sole concession to McClain's legendary toughness is his skill at shooting people, manifested in some of the most charitable auto-aiming we've ever seen and the inexplicable 'Hero' mode. The latter's charged up and unleashed in the same way as *Max Payne* or *Enter The Matrix*'s bullet time, except that instead of speeding up your reactions, it simply slows down *everything else*. John is effectively able to stroll through a mob of guards, casually evading bullets and unloading an entire clip into anyone who looks at him funny. Oddly, these moments tend to be accompanied by a burst of Beethoven's Ode To Joy (famously written about the joy of shooting people, of course) and the occasional ham-handed cutscene of a bullet rippling its way to a target. Which we all remember from the films, right? Er, right? Point two: 'real' Die Hard's notion of 'acceptable casualties' includes coke-snorting yuppies, inscrutable Japanese businessmen and, in the second one, an entire planeload of British people. 'Game' *Die Hard*'s is... nobody. Absolutely nobody. Let a hostage die – or give in to the temptation to punch an adulterous businessman – and, whoops, that'll be Objective Failed, then. It makes for some tense moments as the levels reach their climax. One excellent section sees you chasing homicidal terrorists down as they close in on their captives, and another involves a shop clerk dropping hints that, "I've got something very interesting *under the counter*" but lacks the save-em-for-health incentive of *Half-Life*. Point three: movie McClain likes a chuckle while he's out capping asses, and... well, can't fault this one. "Ooh, very bad for your health!" snorts John, shooting a guard in the back of his head as he takes a fag break. Yeah, good one. "Looks like you caught that train!" he quips, seeing a guard dismembered under the wheels of a subway carriage. Hoo-hoo!

However, there is some decent voice-acting shoe-horned in here, pepped up by the ability to eavesdrop on and interrogate the potty-mouthed bad guys. It's also possible to question civilians – occasionally leading to clues about what to do next – which is only let down a shade by the fact that you'll encounter the same office drone/valley bimbo/stoner dude half a dozen times in a typical level. Brucie's hairline aside, then, *Die Hard* isn't really up to capturing the fun and firepower of the films. Instead, it's got the trappings of class, but it's ultimately fairly cheap and tacky. *Vendetta*? *Die Hard Vienetta*, more like. **PSM2**

Die Hard's is out now.

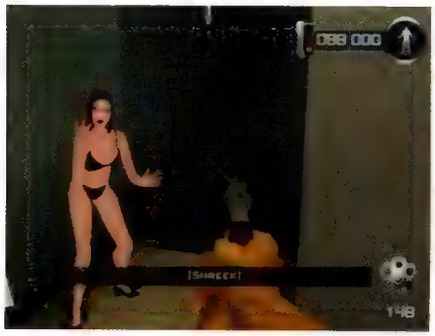
> **"GIVE IN TO THE TEMPTATION TO PUNCH AN ADULTEROUS BUSINESSMAN - AND, WHOOPS, THAT'LL BE OBJECTIVE FAILED"**

INSIGHT

- The movie script, by Steven E DeSouza, was originally his script for the sequel to Commando, but he altered the story once Schwarzy beaked out.

IMPACT POINT

Marvel as the utterly pointless bullet-cam gets you right up close, highlighting the dreadful facial detail and slooooowing everything down so you can check out the wonky animation.



DRESSING DOWN: OK, so maybe it wasn't a terrorist. This time. But watch out for that next cubicle...

CLOTHES SHOW: Certain areas demand that you creep in - giving you the benefit of a filthy lingo lesson from the gangstas.

THEO'S CHOICE

1. **HALF-LIFE** Masterful set-pieces in a challenging first-person engine.
2. **MEDAL OF HONOR: FRONTLINE** Atmospheric, and accompanied by decent-ish FPS mechanics.
3. **DIE HARD VENDETTA** Almost worth it for the bit where you surprise thugs discussing tailoring. But not quite.

PSM2 VERDICT

GAMEPLAY
+ Nice set-pieces, one or two film-worthy moments
- Feels clunkingly basic as an FPS, even next to *007 Nightfire*

GRAPHICS
+ Erm, you can sort of recognise the characters from the films?
- The visuals are sub-*Goldeneye* – only with more glitches.

SOUND
+ "Welcome to the party, pal!" – sterling Noo Yawk cop-isms
- Granny won't like the potty-talk

LIFESPAN
+ It's big and it's tough – even on the 'Normal' difficulty setting
- Play this instead of *Splitters*? You'd have to really like Fat Al...

OVERALL
Excruciatingly sub-par FPS action, partially rescued by the fun of making smirksome one-liners as you shoot people in the face.

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ARMFUL

OUT UK now

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Sport
- **PRICE** £39.99
- **ESSENTIALS** 2-Player, Memory Card, DualShock 2

PlayStation.2

DETAILS

- Arcade, Time Trial, Head-to-Head and Career game modes
- 11 different courses.
- 13 real-life teams and 11 riders, including 2002 yellow jersey winner Robbie McEwan.

CRASH GORDON: Bike hits concrete at 45 miles per hour and skinny knees meet grating asphalt. Now that smarts.

REALLY WILD SNOW: But it's snowing - surely longer trousers would be prudent?

LE TOUR DE FRANCE CENTENARY EDITION

Pedalling round France on a bike. Well anything's better than Eurodisney.

REVIEWER: Russell James

For many of us, or at least the muscular and honed staff of PSM2, our only memories of cycling stem from childhood. We recall those tortuous Sunday afternoons when our parents would drag us out to some remote wood, and then set us free in the hope that we'd get lost. Happy days.

We therefore approach any game that celebrates this masochistic pursuit with extreme trepidation. This puts *Le Tour de France: Centenary Edition* (translation: The Tour of France: Centenary Edition) in a difficult position, for it positively revels in it. Not since the last *FIFA* have we seen such an array of official licences – riders, teams, costumes and courses are all faithful to cycling's landmark event. Die-hard pedal-pushers will love this attention to detail, but, to be honest, no-one else is going to notice.

GREEN AND BEAR IT: The mountains may be pretty, but chugging your way up them really draws on your stamina.

What we are all interested in is how *TDF:CE* plays. The game's predecessor, plain old *Tour de France*, relied almost completely on a combination of plain old button-mashing and arcade-style racing. The challenge before Konami, therefore, was to retain the element of fun, but add a little more depth to peddling.

The big K's response was to re-jig the control system. Success still relies a great deal on battering the ⊗ button, but there are now a few more tricks up these cyclists' extremely tight sleeves. For example, shoving the joystick forward now results in your rider adopting a more streamlined shape, while hitting L2 summons a water-bearing teammate.

Amid all the cyclic mayhem are a number of game modes, including time trial and two-player head-to-head. The chain and wheels on this particular bike, however, is the career option. Here you are given the chance to take your wheeled warrior through five seasons, entering races, winning money, and improving your bike as you go. Predictably, the final goal is Le Tour de France itself – beat off over 100 rivals to claim the coveted yellow jersey.

Surprisingly, all the gear-shifting and handlebar-twiddling adds up to a pretty enjoyable game. *TDF* is just realistic enough to be absorbing without becoming repetitive. Graphics and sound are functional rather than stunning, although the nicer touches include a blurring of the screen as your rider tires. Basically, if you fancy an arcade racing game with an unusual twist, this is worth a look. For those who own the original, however, there's probably not enough improvement to warrant an upgrade. **PSM2**

INSIGHT

Running from July 5th to July 27th, the 2003 Tour de France will consist of 20 stages plus a prologue, and will cover a total distance of 3,350km.

BIKER'S CHOICE

1. **LE TOUR DE FRANCE: CENTENARY EDITION** Despite the lower score, this is an improvement on its predecessor.
2. **LE TOUR DE FRANCE** The original had fans pedalling furiously all the way to their local game store.
3. **G1 JOCKEY** Like *TDF*, but with horses. And crap.

PSM2 VERDICT

GAMEPLAY
+ Simple but effective control system
- Still relies heavily on basic button-mashing

GRAPHICS
+ Chunky polygons perform their task admirably.
- The attention to detail could be higher.

SOUND
+ All the necessary effects are there.
- We'd love more variety – where are the swearing Frenchmen?

LIFESPAN
+ You'll be playing for weeks before you master the Tour itself.
- You may tire of the format before then.

OVERALL
An enjoyable arcade-style racer that actually make cycling seem like a fun pastime. Not everybody's bottle of water, though.

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MIDDLE GEAR

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PlayStation.2
THE CREATION PLACE THE REC RDING PLACE THE THIRD PLACE

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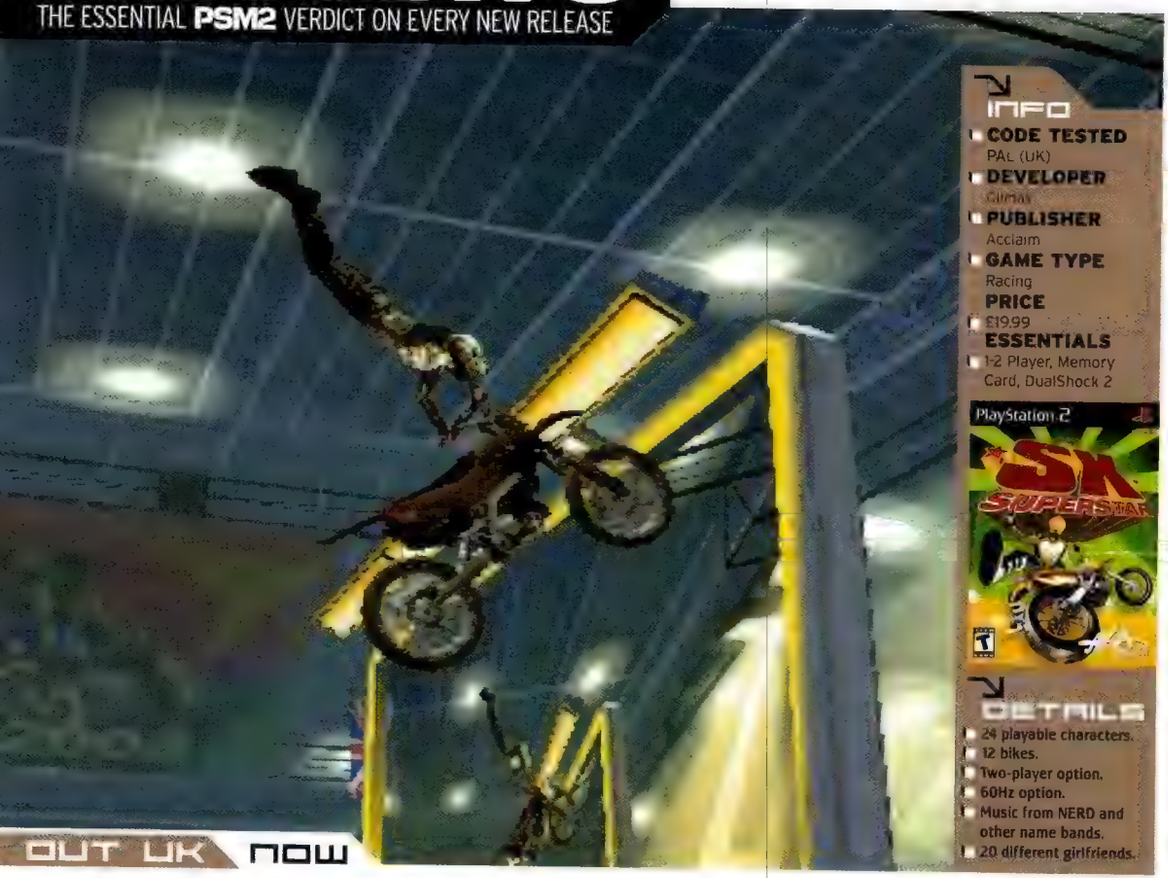


OUT UK now

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Gizmo
- **PUBLISHER** Acclaim
- **GAME TYPE** Racing
- **PRICE** £19.99
- **ESSENTIALS** 1-2 Player, Memory Card, DualShock 2

DETAILS
- 24 playable characters.
- 12 bikes.
- Two-player option.
- 60Hz option.
- Music from NERD and other name bands.
- 20 different girlfriends.

SOME BIKE IT HOT: To preload before jumps, it's just a case of holding down ⓛ rather than using the analogue sticks.

SHAUN RIDER! The AI riders always give you a chance, as they're as likely to fail from the saddle as you are. The fools...

SX SUPERSTAR

You wanna be an SX Superstar? And have a big house and five cars? How about without the cars?

REVIEWER: Dave Harrison

This is one bland game. There are episodes of My Family that have more bite, wit and character than *SX Superstar*. It's one of those extreme motorsports games that just blends in with *MX Rider, MX Superfly, MX 2002*. Basically anything with X in the title in it, starts where this begins. Or vice versa.

We've all seen it before – take a bike, race it round a track, do stunts on the ramps for a speed boost, use speed boost to win race. The kindest way of describing the gameplay is 'tried and tested' and if you're looking for the cutting edge of gaming, well, you shouldn't buy a bike game, should you. There are, however, two aspects of the presentation that do linger in the mind. Firstly, the sound of the bike's engines; it's like having a gnat trapped in your ear. They don't even have that lovable rattle, it's just pure whine. Listening to someone drying their hair sounds like Chillout Vol. 4 compared to this.

The other aspect is found in the Championship Mode, which is basically a Career mode where you start off with a crap bike, no money and have to win races to improve your situation. The base of operations is your flat which, at the beginning, is a squalid, dirty bedsit. However, once you've put together some cash, it becomes a desirable bachelor pad. It's not just your digs that improve, though, and here's the interesting bit, your 'girlfriend' does as well. At first there's a picture of a more, um... mature lady in your flat, but as you get more money and success you dump her for a younger and prettier one. There's a total of 20 girls to collect and they're a real motivation to do better, not only at the game, but in *real life* too. Fantastic.

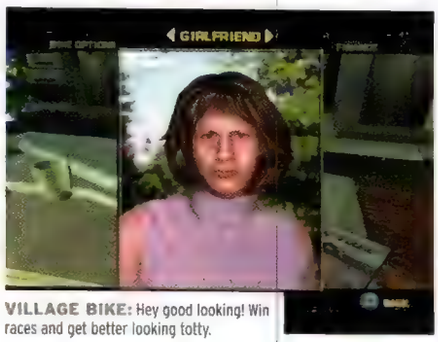
As for the game's playability, there's actually not much to gripe about. Compared to *Dakar Rally*, for instance, the rider animation is smooth and convincing. The AI racers are competitive and the handling is satisfactory once you've found the powerslide button. It's just that's not enough to warrant rushing out to buy this – it's just too average. Remember, you're spending almost 30 quid on this and there's much cheaper ways to have a forgettable time, like going to church or listening to local radio. **PSM2**

SX Superstar *is already out now.*

INSIGHT

Groove Armada's Madder accompanies the demo that kicks in if you leave the game alone. The press release explains it as a, "rambunctious dub-hop funk-rock tune". Well, quite.

SLIDE AND SEEK: At least the rider animation is above average.



VILLAGE BIKE: Hey good looking! Win races and get better looking totty.

PURVIS' CHOICE

1. **MX SUPERFLY** Probably your best bet for scrambling round the country on a petrol bike.
2. **FREEKSTYLE** EA Big's attempt to make their SSX formula work for supercross. It's got plenty of angst, but it ain't that clever.
3. **SX SUPERSTAR** Inoffensive but lacks real presence. Not even a Career mode can spice this up.

PSM2 VERDICT

GAMEPLAY
+ Technically OK. The handling and structure is sturdy enough
- Completely devoid of any spark, we've seen it all before

GRAPHICS
+ The rider animation isn't that bad, neither are the courses.
~ Neither has photo-realistic detail, or bouncy arcade colours.

SOUND
+ Great if you like young Americans shouting over guitars
- Whiny, whiny, whine, whine. Whine

LIFESPAN
+ Hey, there's 20 girlfriends to date and dump! Get riding!
- Once you've done one race, it feels like you've done them all.

OVERALL
Predictable, benign, non-event of a game. It's adequate in terms of performance, but as exciting as celery to play.

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WHINY

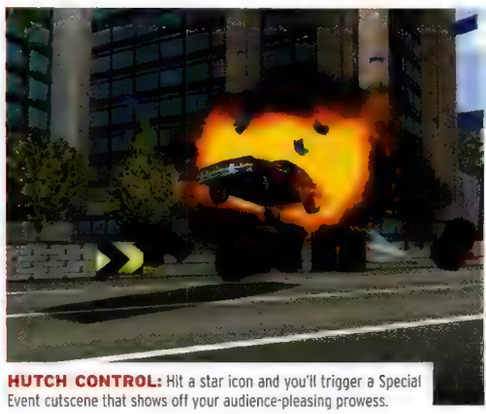
INFO
- CODE TESTED
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE
- ESSENTIALS

PlayStation 2

STARSKY & HUTCH

DETAILS
- Story mode missions
- Free roam and street race modes
- Over a dozen different cars to be unlocked
- 15 square miles of Bay City with over 150 miles of road to explore

GUN IN SIXTY SECONDS: Getting a face full of shrapnel reduces your viewer rating.



HUTCH CONTROL: Hit a star icon and you'll trigger a Special Event cutscene that shows off your audience-pleasing prowess.

OUT UK now

STARSKY & HUTCH

"Book 'em, Danno". Um, wrong show. "I love it when a plan..." Ah, forget it.

REVIEWER: Nick Ellis

This really shouldn't work. It's tied to a naff '70s US cop show, the missions are indistinguishable from one another and the story is delivered in a series of comic book stills which are identical to those at the start of Grange Hill (minus the flying sausage). And yet it's about as much enjoyment as you can have with a lightgun, a steering wheel and a mate, without risking a public shaming in the Sunday papers.

The main bulk of the game has you working through three 'series', each comprising six 'episodes'. So that's 18 levels. Pretty much every one, bar a couple, requires you to hurtle through the streets, chase down a felon's motor and pump it with lead. Diverse it ain't. Aside from apprehending a motley crew of car thieves, drug pushers and gun runners, your main concern is keeping up viewer ratings. This is TV after all.

The ratings act as a timer and if they drop to zilch you're booted out of the level. Maintaining the viewers' interest involves keeping the bullets flying and wheels skidding while taking care not run over good citizens. You can also trigger 'special events' – outrageous jumps, *Burnout*-style pile-ups, etc – by shooting or driving through icons. It's all good, uncomplicated fun.

Visually it stands up well in comparison to other driving titles, with its funky cartoon graphics and only occasional slowdown. Likewise, the soundtrack is an easy-on-the-ear mix of techno and funk. So, a surprisingly good use of a fairly wonky licence and one that's well worth checking out in these lean summer months. Now, you crazy fools, bring us an A-Team game. **PSM2**

Starsky & Hutch is already out now.

INSIGHT

The TV series aired from 1975 to 1979 on the ABC network and ran for 88 episodes. And whaddya know, there's a new movie in the works slated for a 2004 release. The plot will predate the series and star Ben Stiller as Starsky, Owen Wilson as Hutch, and Huggy Bear will be played by none other than Snoop Dogg.

"EVERY LEVEL REQUIRES YOU TO CHASE A FELON'S MOTOR AND PUMP IT WITH LEAD"

Yep, the two-player co-op is hot damn superfly, and puts the two peripherals to the best possible use. For ten hours non-stop we hurtled around the streets of Bay City in the red Ford Torino, one man taking the wheel, one riding shotgun, pausing only to go out and buy some 'comedy' afro wigs, hot dogs and a case of stubbies.

The slip-slidey handling of the enormous American gas-guzzler, reminiscent of the Cougar in *Driver*, is perfectly suited to a steering wheel but if you don't own one then the DualShock will suffice. However, the gun really is essential for the two-player mode, as trying to guide your crosshairs with a pad is torturous. Single-player mode still requires you to perform both driving and shooting tasks, but thanks to an auto-aim function and the shoulder buttons it remains a decent enough experience.

WESTLER MANIA: This particular still is taken from the episode called The One With All The Willy Jokes. No, really.

HUGGY'S CHOICE

1 **TIME CRISIS 2**
OK, there aren't any cars but this is a fine lightgun blaster with a great co-op mode.

STARSKY & HUTCH
Appeals as both a shootin' game and a drivin' game. Top entertainment in the co-op mode but you need the peripherals.

KNIGHT RIDER
An example of how not to do a driving-based rehash of an ancient TV series. Avoid at all costs.

PSM2 VERDICT

GAMEPLAY
+ Two player co-op mode with peripherals is worryingly addictive
- Repetitive missions and only half are played with a DualShock.

GRAPHICS
+ Bay City is huge with great depth of cartoony detail
- The tale unfolds in a series of crappy Grange Hill comic strips.

SOUND
+ Yo mo fo! Antonio Fargas narrates the story.
- The boy's 'street jive' bleatings quickly become wearing

LIFESPAN
+ A decent length Story mode plus a whole bundle of extras.
- Could have done with a few more sundry game modes.

OVERALL
If you and a mate own a wheel and a gun then there's no better way to put them to use that this *Time Crisis/Driver* hybrid.

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HUGGY BEARABLE

FOCAL HERO:
The Eye Toy is a dinky little thing, about the same size as a mobile phone

INFO
- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  SCEE London
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  Party game compilation
- **PRICE**
  £39.99
- **ESSENTIALS**
  4-Players, Memory Card, Eye Toy camera

PlayStation 2

DETAILS
- Camera and game come packaged together for 40 nicker.
- *Eye Toy: Play* features 12 different games of varying degrees of madness.
- Playroom offers ten additional 'games', although they're more usually tasks than proper games.
- Video messaging

OUT UK now

EYE TOY: PLAY

Eye eye, Sony's new box of tricks shows considerable lens flair and the focus is firmly on fun. Check out what could well be the Next Big Thing.

REVIEWER: Nick Ellis

HAMMER AND TICKLE: There are various techniques that you can employ to catch the ghosts. The pervier the better.

Eye Toy is going to be massive. From posh dinner parties in Islington, to cub scout meetings in Aberdeen, everyone's going to be playing it. Why? For starters you get to see yourself on the telly acting like a prize buffoon, surely an irresistible pull. Second, Sony have piled the GDP of a small country into marketing the contraption, including securing a starring role for it in Big Brother 4 as a 'treat' for the housemates. Finally, and most importantly, it's a really, really neat piece of user-friendly kit that includes a bevvy of incredibly silly but highly amusing party games.

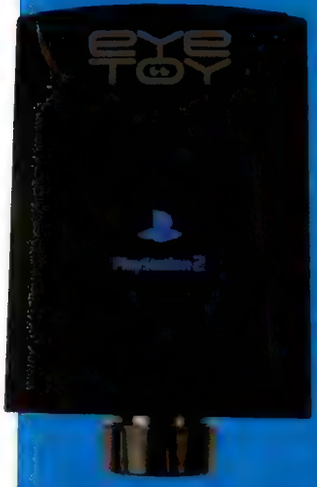
Eye Toy: Play, the compendium of games that comes with the camera, is so simple to use your Nan could get the hang of it in five minutes flat. To navigate the menus you merely have to twiddle your fingers over the on-screen icons, and the games are as straightforward to play as hopscotch, but give both your hand-eye co-ordination and arm muscles a thorough work-out. If you get stuck on what the hell you're supposed to be doing (and we did a few times), a nice old man with a long white beard is on hand to give you a quick tutorial.

"IT'S A REALLY, REALLY NEAT PIECE OF USER-FRIENDLY KIT THAT INCLUDES A BEVVY OF INCREDIBLY SILLY BUT HIGHLY AMUSING PARTY GAMES"

Of the 12 titles in the compendium, around half are engaging enough to hold your attention for prolonged periods of time. Easily our favourite is *Rocket Rumble*, a firework game that's not a million miles from *Fantavision*. Rockets shoot up into the night sky, you set them fizzing by sweeping your hand over them, then detonate

OUR CHART'S DESIRE

Each one of the 12 games on the *Play* disc focus on getting you to use your hands to poke, prod, pummel or parody something that's on the screen. They're all fairly shallow, but good for a giggle nonetheless – and the chance to improve on your high scores lends them some degree of longevity. We didn't really think it fair to rate all of them individually, as they're only small, but here's a rundown in order of how much we enjoyed them.



ROCKET RUMBLE: Create a pyrotechnic display of shapes and size proportions. Excellent.

GHOST CATCHER: Tickle the little spirits to make them giggle and burst. Mad

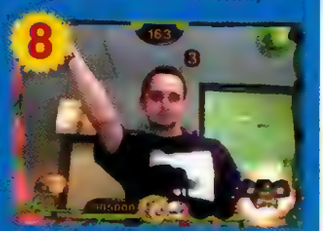
KUNG FOO: Wave your fists around to thump little ninjas off the screen. Highly entertaining.

UFO JUGGLER: Use timing and frantic waving to set UFOs into orbit. Exhausting.

SLAP STREAM: It's a bit like *Whack-a-Mole* but with fish and there are bunny girls too.

BOXING CHUMP: Go 12 rounds with a peculiar pugilist. Knackering on the arms.

BEAT FREAK: A combo of rhythm game and fighting. Shoot the CDs in the speaker targets.



MIRROR TIME: A test of memory and agility. On reflection, it's not one the best.

BOOGIE DOWN: Nick fails to enter into the spirit of this *Dancing Stage*-alike pointing game.

WISHY WASHY: This window cleaning game proves surprisingly easy with a light sabre.

KEEP UFO: Sounds way better than it actually is. We'd rather practise the real thing.

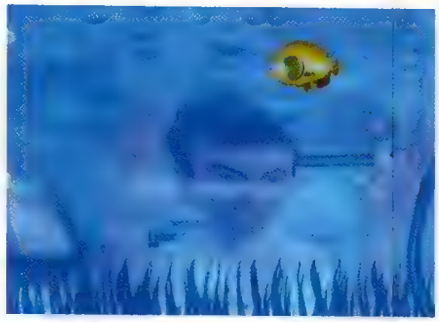
PLATE SPINNER: Keep the crockery rotating in this *Record Breakers* favourite.

INSIGHT

Visit www.eyetoy.com and you can register your Eye Toy and give yourself the chance to win a bunch of expensive Sony electrical equipment. There are also some funky downloads for your Mac or PC.

them by pressing down on the plungers in the bottom corners of the screen to create a crowd-pleasing 'ooh-ahh' display. Over these pages you can see what we thought of the rest of the games.

In addition to the 12 games, there's also the Playroom. This is little more than showing off some of the tricks that the camera can perform, such as distorting and playing around with your image in 'hilarious' fashion. As the name suggests, it'll probably keep the wee 'uns entertained for hours, but frankly we got bored very rapidly. There's also a video-messaging facility which allows you to record a 60-second clip on to your memory card, which is all very nice, but as it stands, virtually useless unless you want to leave your housemate a note telling them to switch on the PS2, where there'll find a message waiting for them. Hmm.



BUBBLE-O-7: This is just one of 12 hilarious camera tricks you'll find in the Playroom. It entertained us for, ooh, a minute.

MELINDA MESSENGER: You can record a 60-second video message for your mates. Fun, but ultimately a bit rubbish.

IMPACT POINT

The real impact point with this one is obviously when you first boot the game up and see your own mug on the screen – "Hey, it's me! I'm on the telly! Bugger, should have had a shave."

"IT'S NOT SO MUCH THE PLAY COMPENDIUM THAT'S GETTING US EXCITED, RATHER THE POTENTIAL FOR DEVELOPERS TO INCORPORATE EYE TOY INTO GAMES"

Good as it is, it's not so much the *Play* compendium that's getting us excited, rather the glaring potential for developers to incorporate Eye Toy into forthcoming games. Imagine, if you will, this scenario: *Metal Gear Solid 3*. Snake's had a hard day in the jungle, snapping necks and eating roast anaconda and it's time to settle into his foxhole for the night. But before he can do that, he's got to clean his gun. Bing! Cue Eye Toy minigame. Up pops your rifle on screen and you must set to work stripping, cleaning and reassembling it in as short a time as possible to win yourself a bonus bag of pork scratchings.

OK, so that's about as plausible as salmon-flavoured Mars bars, but you see what we're driving at. Washing your car in *Gran Turismo*, shooting hoops in *NBA*, untying bikinis in *Beach Volleyball* – the possibilities are endless. Then there's the prospect of mapping your own face into every game with very little fuss and also using Eye Toy as a webcam on the PS2 network, be it just for a natter with a far away friend or as part of an online title such as *SOCOM 2*.

But that's all for the future, and in the meantime we should be content with what's on offer, because it's a fantastic combination of peripheral and game. You'll never need to play charades on Christmas Day again. PSM2

Eye Toy Play is in the shops now

HEAD HONCHO: Dan G's experiment with a bicycle pump and a helium tank went horribly wrong. But my, how we laughed.

BAILEY'S CHOICE

1 **EYE TOY: PLAY** Innovative, amusing and entertaining. Will bring families and friends together in a cacophony of merriment.

2 **PARAPPA THE RAPPER 2** Barmy Bemani rhythm-based puzzler that's light hearted, energetic and fluffier than a pile of pillows.

3 **THE WEAKEST LINK** Robinson plays host in a tip-top version of the TV show.

PSM2 VERDICT

GAMEPLAY
+ Uncomplicated fun that's great to play in a group
- One go on some of the games is all you'll want

GRAPHICS
+ Incredible movement recognition technology.
- It's all a bit cutesy.

SOUND
+ Plenty of lively pop and dance tracks.
- George Formby warbling When I'm Cleaning Windows

LIFESPAN
+ Roll it out for every gathering of friends and family
- There needs to be more titles that use the camera's technology.

OVERALL
An astounding piece of kit with games that will appeal to everyone from the hardcore gamer to the hardcore gamer's mum.

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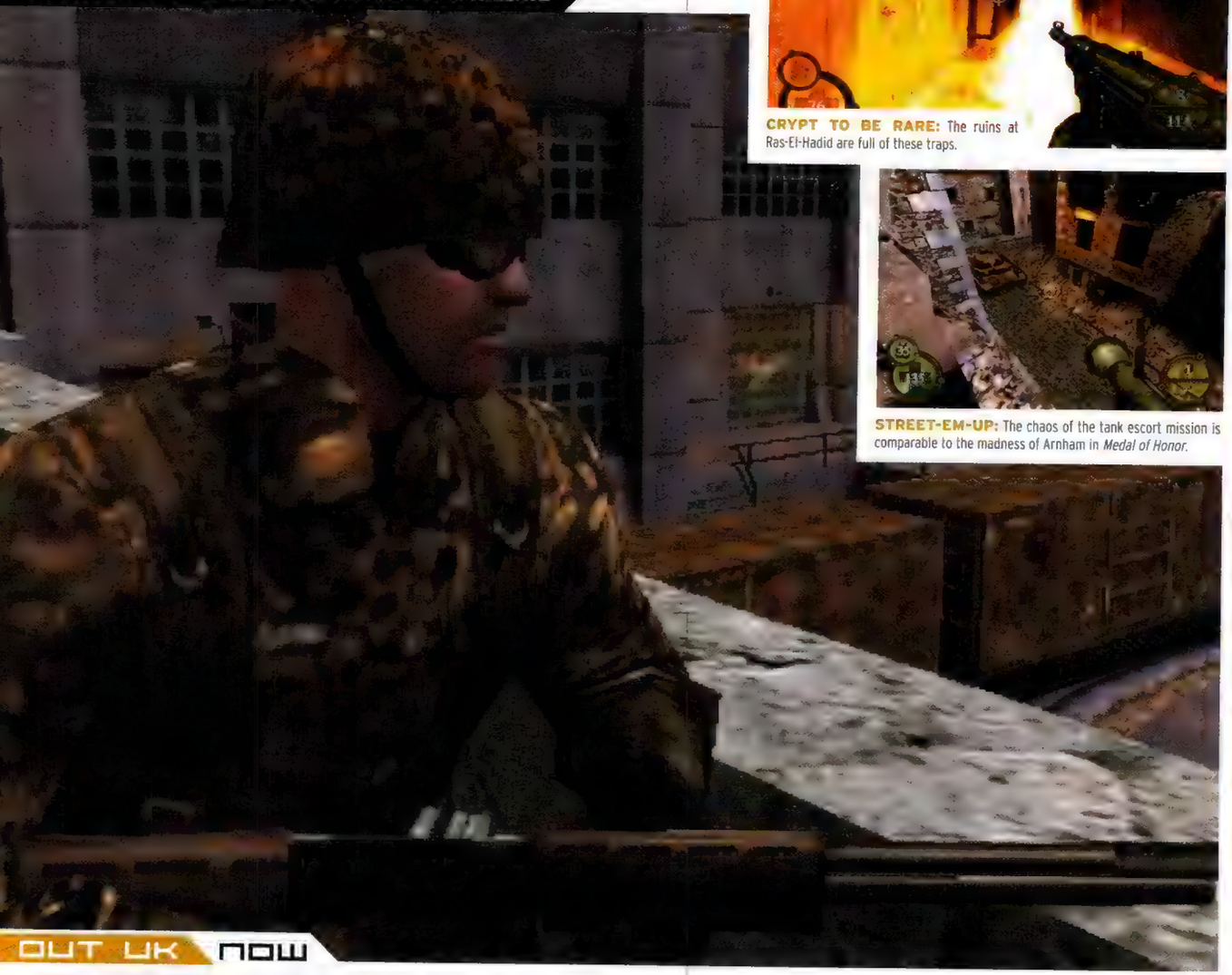
EYE'LL BE BACK



CRYPT TO BE RARE: The ruins at Ras-El-Hadid are full of these traps.

STREET-EM-UP: The chaos of the tank escort mission is comparable to the madness of Arnham in *Medal of Honor*.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Raster Productions/id
- **PUBLISHER** Activision
- **GAME TYPE** First-person shooter
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- Eight plot driven levels broken down into around 37 separate missions.
- 22 enemy types, including Panzagrenadiers, zombies and X-creatures.
- 16 different weapons of varying levels of lethalness, plus one of the best devised flame-throwers to appear in an FPS.

OUT UK NOW

RETURN TO CASTLE WOLFENSTEIN OPERATION RESURRECTION

Despite being a long time dead, Hitler's still having a reich old time with PS2 developers.

REVIEWER: Jonnie Bryant

***Commandos 2, Medal of Honor: Frontline, Prisoner of War*... There's no need to go on. WW2's a development bandwagon, a reason for publishers to print money while mumbling the odd apology about "only showing what actually happened". Not so with id, the makers of *Doom*. They've always revelled in the fun aspect of capping Nazis. History's involved, for sure, but only at a very blinkered Hollywood level.**

The game begins with a series of PS2 specific missions set in the middle eastern theatre of war. Our returning hero, BJ Blazkowicz, initially finds himself investigating a very Raiders of the Lost Ark dig at the ruins of Ras-El-Hadid. From this recognisable entry point, though, it's all downhill, a dark spiral of genetic experiments, secret weapons and the occult fascinations of Heinrich Himmler. A few levels pass and you feel like you're banging on the gates of hell itself only to find the Boys From Brazil prodding tormented souls with James Herbert's Spear on the other side. Yes, it's Nazi Clichés R Us down at the id camp right now but the war plus scientific mutation / horror plot gives a rich backdrop to the blasting.

That said, at face value there isn't a great deal to rate *Return to Castle Wolfenstein* over other first-person shooters we've already encountered.

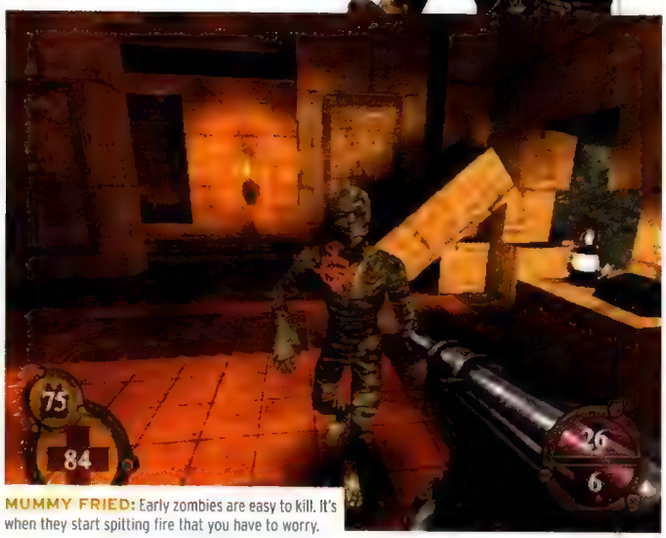
INSIGHT

The name for the game was only arrived at after much deliberation. Here's some rejected titles for the castle: Verlassen (to abandon), Sturmwind (stormwind), Hollehammer (hellhammer), Shattensendener (shadowsender), Geruchschlect (stench), Dolchteufel (devildagger). All pretty cheery, eh?

IMPACT POINT

Secrets make the world go round. Well, they do in *RTCW*. Hunting about for hidden extras allows you to earn bonus points that you can spend on various upgrades. Our advice? Stick to basics like health, armour and ammo, as all the rest are just one-off benefits.

WING OF THE HILL: Reach the secret weapons base and you get to watch a period jet bomber take off.



MUMMY FRIED: Early zombies are easy to kill. It's when they start spitting fire that you have to worry.

WAR IS SNELL

There's only two types of trooper out in the field; the quick and the dead. Which is where another problem appears as far as the game's mechanics are concerned. When your inventory's fit to burst, scrolling between weapons using the ⓡ and ⓛ buttons can take an age, ruling out split-second switches from sniper fire to close combat bullet spitters.

TONIC ZOOM BOY:

CLOSE RAVE:

RAPID IRE:

NAZI RASH:

The opening control system is horrendously set up and the customisation option hidden away in a backwash of muddled menus. There's no multiplayer in this version, despite both the original PC and recent Xbox titles sporting this attraction – a missed opportunity, we think, especially after the short-fallings of EA's *Frontline*. As for the PS2 exclusive levels bolted onto the front of things? Well, we're talking more *MoH Underground* on PSone than something we'd expect for our money these days. The missions are a fabulously mixed up bunch, too. And while the AI might never rise above an 'avoid line of sight' setting, the subtle variation needed to take down the opposition keeps you from relying on one weapon type. Zombies require some lead-lined loving before stabbing them in the lower back with your commando knife. Dead knights, on the other hand, need some back-peddling as you attempt to creep bullets round their shields.

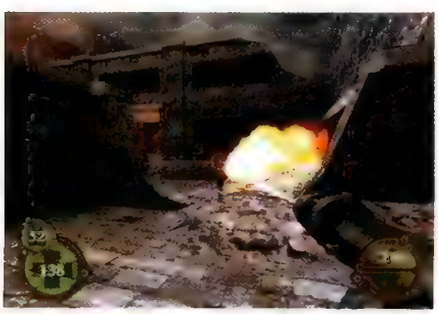
Another plus is the inclusion of a rudimentary upgrade system for BJ's stats. Discover secrets on any of the levels and you earn bonus points that can then be translated into improved health or armour ratings. Not revolutionary, but it's refreshing to discover that id/Raster still aren't adverse to making the odd secret hard to locate.

So, a tight all-rounder, and exactly what you'd expect. But sometimes we don't want to know that we're getting. Sometimes we don't want to find a demon pulling all the strings. And that, regrettably, is what marks *RTCW* down. **PSM2**

"THE MISSIONS FEEL UNSPACIOUS, CHANNELLED AND BLAND IN TEXTURE"

feel unspacious, channelled and bland in texture and colouration right up to the point you start getting involved with the undead and the occasional trap. It's only then that you begin to appreciate exactly what Raster Productions (the company dealing with the port on id's behalf) have served up behind the scenes.

The game's silicon slick, no doubt about it. Get your controls sweetly tailored and you'll be zipping about laying down headshots quicker than you can say "ze reclining madonna vid der big boobies". Not only that, but the enemy types



FRAZZLE BRUSH: The arcing lick of *Wolf's* flamethrower is unsurpassed in any FPS to date. So that's one good thing, then.

HOW THREAD FULL: As you progress, the uniforms of the Nazis change more often than Beckham's barnet.

CHURCHILL'S CHOICE

1. **MOH: FRONTLINE**
   Still tops the military charts thanks to those awesome set pieces.
2. **RETURN TO CASTLE WOLFENSTEIN**
   Hokey Nazi blasting, with some sharp AI and plenty of hard fights and secrets.
3. **SOLDIER OF FORTUNE**
   Modern warfare, dismemberment but appalling framerates in multiplayer.

PSM2 VERDICT

GAMEPLAY
+ Robust blasting that keeps up a breakneck pace throughout
- No levels that'll stretch either the eye or the mind especially

GRAPHICS
+ Use the sniper scope and check out the brilliant uniform details.
- The PS2 exclusive levels don't sit well with the rest of the game.

SOUND
+ Conversations that actually allow you to locate the enemy
- Vee haf vays of maykink you talk

LIFESPAN
+ Go hunting for all the secrets and you'll be digging for weeks.
- Die repeatedly against a boss and you might just pack it in.

OVERALL
The kind of competent, sturdy shooter we've come to expect from id, but similar to their earlier efforts in many respects.

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HOWLIN'

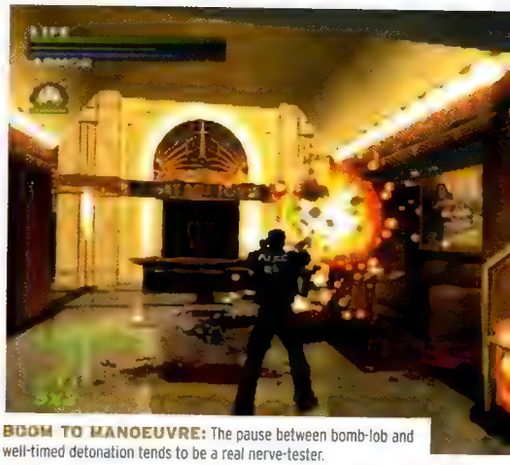
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Namco
- **PUBLISHER** EA
- **GAME TYPE** Third-Person Action Adventure
- **PRICE** £29.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- 15 chapters.
- Ten weapons.
- Control your dog to retrieve weapons and sniff out bombs.
- Arm Wrestling, Bench Press and Pole Dancing minigames.

OUT UK 16TH JULY



BOOM TO MANOEUVRE: The pause between bomb-lob and well-timed detonation tends to be a real nerve-tester.

THE HARD CELL: With a full complement of slow-mo juice, Jack can kill everyone in his 360° arc. A valuable life skill in prison.

DEAD TO RIGHTS

If only BBC2 favourite One Man And His Dog had been a bit more like this...

REVIEWER: Joel Snape

Sometimes you have to wonder who all these guys are and what they're all doing there. Virtually every level of *Dead To Rights* is stuffed to the rafters with cannon-fodder, just waiting for framed cop Jack Slate to redecorate the walls with their ketchup in a blaze of plaster-shattering bullets and slow-mo.

Don't they have families? But who cares, on with the shooting! If such a thing's possible, *Dead To Rights* is a less cerebral version of *Max Payne*. It isn't so much a carefully structured game as a mass of varyingly decent gimmicks. The high-concept pitch puts the hollow in 'hollow point' – yes, it's a bit like *Max Payne*, except you've got a dog... Same slow-motion diving (though the aiming relies on a satisfying lock-on system rather than a swirly cursor), same peeking around corners but – unfortunately – the same lack of depth. The main draw is the wincingly vicious disarms – if Jack's unarmed, he'll snap a perp's arm and blow the back of his head off with a tap of the ⊡ button. Alternatively, if he's armed he'll drag them around as a dribbly human shield – not that it dissuades other goons from shooting at you. Another nice touch, rarely used, is the ability to sling flammable canisters about and detonate them in mid air. Crucially, the control system's organic enough to make this feel natural, letting you get on with dispensing sucking chest-wound justice without too much wazzing.

Gimmicks that don't work so well are, a) the minigames, and b) the frigging dog. Occasionally, the shooting's broken up with a bout of button-tappery – arm-wrestling, lock-picking, bench-pressing and pole dancing (no, not with Jack) are among the disciplines required, but there's little point to them. Similarly, you get one or two 'dog' attacks per level, and you gain direct control of your leg-humping chum when there's a tight gap to be squeezed through. No, it doesn't really make sense, but neither does the ease with which you can stroll around a maximum security prison in level three.

DTR might not look as polished as the rest of the gun-crazy crop, but it certainly dishes out plenty of action and never skimps on the brutality, if that's your bag. Trouble is, it doesn't have the style or flair of *Enter The Matrix* – and with *True Crime* not far away, this one's for charter members of the NRA only. **PSM2**

INSIGHT

Koton, the real dog from K-9, was an actual Kansas City police dog. On 18th November 1991, he was shot and killed apprehending a suspect in the attempted murder of a police officer. Ten days before his death, Koton located ten kilos of Bolivian marching powder worth more than $1.2 million. He shall be missed.

"VIRTUALLY EVERY LEVEL OF THE GAME IS STUFFED WITH CANNON-FODDER"

CAPTIVE AUDIENCE: When Johnny Badman pulls out the laser sights, it's time to start taking hostages.

CHOW YUN'S CHOICE

1. **DEVIL MAY CRY** For the ultimate in slush-puppy cool twin handgun action, it's got to be the original – and best – *DMC*.
2. **ENTER THE MATRIX** Classy disarms, endless shooting and good use of *that* slow-mo effect.
3. **DEAD TO RIGHTS** Combine bits of this with *The Getaway*'s corner shooting and a dash of *DMC*, and you'd have the best game ever. Fact.

PSM2 VERDICT

GAMEPLAY
+ Intuitive ballistic fun with a few new touches
- Those minigames really don't add much to the experience

GRAPHICS
+ Excellent slow-mo point-blank shotgun fatalities.
- Looks fuzzy, even compared to the original *Max Payne*.

SOUND
+ Cool gun noises
- Jack and the goons tend to repeat themselves a lot

LIFESPAN
+ The difficulty skyrockets after level two, but it is compelling.
- The hand-to-hand prison level gets very old very fast.

OVERALL
Another one for Better Tomorrow fetishists – emptying endless clips into goons. Slow-mo is always fun, but it's been done better elsewhere.

70

DUM-DUMB

OUT UK now

PERFECT ACE PRO TENNIS

Perfect Ace takes centre court – but look, is that a huge rain cloud we see looming?

It's Wimbledon time again, so prepare for the whole country to go tennis mad, even though they never watch it when it's played anywhere else in the world the rest of the year round. Prepare also for the annual influx of tennis games which, with *Virtua Tennis 2* still serving all of our ball thwomping needs, would have to be pretty special to get us changing our old, battered balls for new ones.

And right from the off, *Perfect Ace* doesn't seem even remotely special. There are just three modes of play – Championship, Tournament and Single Match and few stats available for the 32 in-game characters – just their serve speed and preferred court surface. Acceptable for a fun arcade knockabout, but *Perfect Ace* is more of a simulation. You've got the usual types of shot – normal, lob, top spin and slice – but as well as sending the ball in the right direction, you have to make sure you're standing in the right place to hit it in the first place. The game does very little for you, and if you're used to a more forgiving style of tennis game, you'll initially spend a lot of time running into the ball instead of whacking it.

Once you're used to the unforgiving style of play, *Perfect Ace* becomes fairly good fun, but it isn't without problems. Players react a split-second too slowly and sometimes stay rooted to the spot or do a little dance instead of hitting the ball. Rallies often turn into slow, non-urgent affairs. "Great game!" shouts the American commentator every few minutes. We don't agree. **PSM2**

Perfect Ace is on court now

INFO
- **DEVELOPER** Aqua Pacific
- **PUBLISHER** Oxygen Interactive
- **GAME TYPE** Sports sim
- **PRICE** £29.99

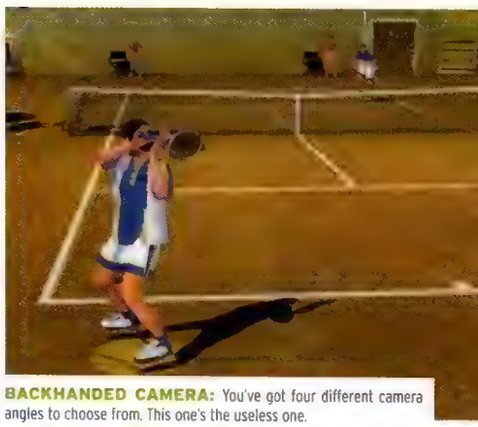
DETAILS
- 32 players.
- 16 tennis stadiums.
- Up to four players.
- Three modes: Single Match, Tournament and Championship.

DOUBLE PENETRATION: Doubles can be played against the computer or with up to four people playing. The CPU is *mostly* intelligent...

OVERALL
An average tennis game that's way too basic to be much of an involving sim, and far too fiddly to be much fun.

38

DISGR-ACE



BACKHANDED CAMERA: You've got four different camera angles to choose from. This one's the useless one.

ABLE SERVICE: Serve using the familiar technique of stopping a bar as high as you can get it for a more powerful serve.

OUT UK now

NEXT GENERATION TENNIS 2003

It's started raining. The umbrellas are out. Christ – Cliff Richard has started singing. Please, no more.

Ah, *Next Generation Tennis* – this looks more like it. The main menu is far healthier, with a Tutorial mode, a Career mode that lets you create your own player, and Endurance mode where you have to beat as many players as you can. And that's on top of the usual tournaments and championships.

Graphically, this isn't better than *Perfect Ace* as such, but the players move more smoothly. Before you've even started a match you can see that *Next Generation Tennis* has gone for a more arcadey approach. Get stuck into some training and you'll be hitting flaming tennis balls at explosive kegs and trying to batter targets with your baseline shots. We doubt that's something Tim Henman's made to do (although setting fire to his balls might improve his game...).

The game's easy enough to pick up and get into, but we wouldn't go as far as to say it's difficult to put down. Career mode gives you a proper reason to play – you can buy training sessions and unlock hidden bonuses – but the CPU-controlled characters are a tad on the stupid side. They'll often hit back a near-impossible shot, then just stand there when the ball lands right at their feet. Then there are times when you reach shots you probably shouldn't have, but cock up a perfectly timed backhand. It's faster and slightly more polished than *Perfect Ace*, but still average. We're bored with tennis now – Wimbledon, bah. **PSM2**

Wanadoo will be serving up NGT soon

INFO
- **DEVELOPER** Carapace
- **PUBLISHER** Wanadoo
- **GAME TYPE** Sports sim
- **PRICE** £29.99

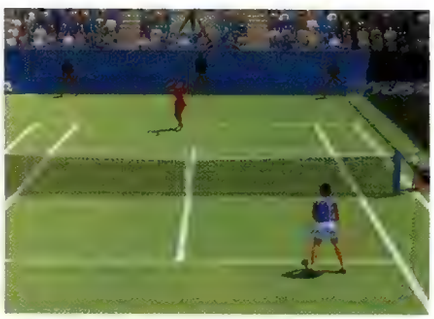
DETAILS
- Seven game modes.
- 12 tennis stadiums.
- Unlockable outfits, courts, play modes and players (including Elvis).

ACE SHIP: Practice your volleys against spaceships. Steer them through the maze by hitting your balls where you want them to go.

OVERALL
An adequate tennis game with plenty of play options, let down by a few niggles and destined for a place in the land of boring tennis games.

55

BALLISTIC



GIRL POWER: Unlike in *Perfect Ace*, *Next Gen* gives you male and female players to choose from. Many have to be unlocked, though.

DOUBLE TEAM: *Next Gen* is played slightly faster than *Perfect Ace* – doubles in particular can get pretty frantic.

OUT USA NOW OUT UK JULY

RTX RED ROCK

"We can rebuild him..." Well, yeah, but is it really worth the hassle?

REVIEWER: Joel Snape

Mars. Pleasure you can't measure, eh? Well, no, actually, it's an inhospitable red shitball where forgetting to plug your oxygen tank in kills you even quicker than the generically weedy-looking aliens patrolling the surface. But that's because we're talking about the planet, and not the stodgy chocolate snack.

EZ Wheeler is the Radical Tactics Expert charged with rescuing Red Rock, the first human colony on Mars, from a pack of aliens known as LEDs. He does this, mainly, by convincing colonists to step into his 'digitiser' and exchanging flirty banter with his in-brain AI Iris. Since LEDs can be killed by running left and right and holding down L1 and ⊗, his main obstacles are a) locked doors, and b) his inability to balance on narrow platforms. So far, so decent-ish.

EZ's gimmick is that he's a biomechanically modified hunk of super-soldier, with a Six Million Dollar Man-style servo-arm and eye. The electro-scan and bio-scan options work OK and both act in a navigational and puzzle solving capacity. Want to find the source of an electrical fault? Then

"EZ HAS A SIX MILLION DOLLAR MAN-STYLE SERVO ARM AND EYE"

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** LucasArts
- **PUBLISHER** LucasArts
- **GAME TYPE** Action adventure
- **PRICE** See Importer
- **ESSENTIALS** 1-2 players, DualShock 2, Memory Card

DETAILS

- Ten levels.
- Multiplayer modes include Deathmatch, capture the flag and vehicle races.

DIGGERY DO: What? Another excavation unleashing hordes of nasties? All very Quatermass and a bit *Reign of Fire*, too.

HOPELESSLY REMOTED TO YOU

The monotony of trekking through Martian dust is slightly relieved by the fact that you haven't always got to put up with EZ's easy (see?)-going banter. He occasionally sticks the Iris chip in a helpful bot, at which point you can steer it around or use it to destroy obstacles. You've still got to retrieve the chip when you're finished, though, so don't go trundling off too far...

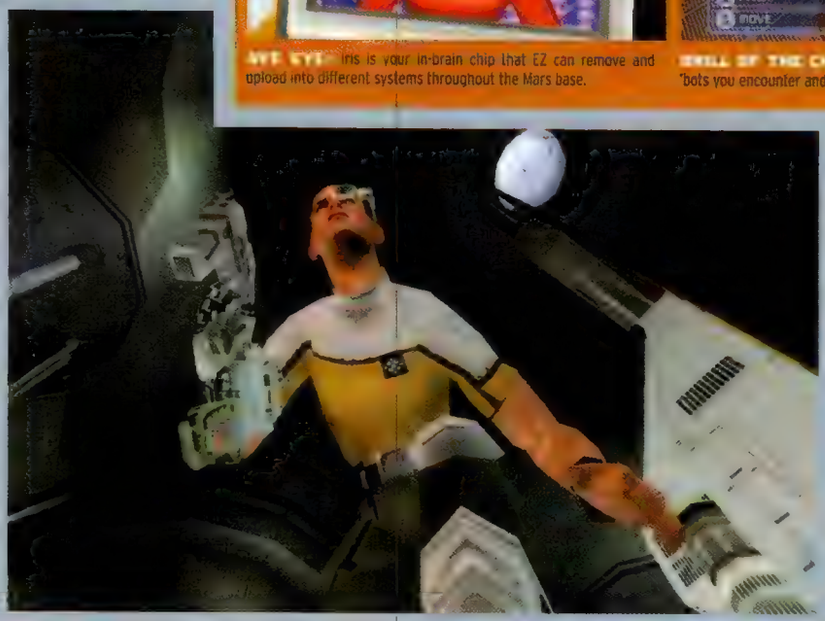
EYE EYE: Iris is your in-brain chip that EZ can remove and upload into different systems throughout the Mars base.

SHELL OF THE CHASE: Commandeer any of the numerous 'bots you encounter and make them do your biding.

follow the HUD icons to the source of the problem. But it's with the thermo-vision that this multiple perspective on the world finally breaks down. The only practical use for this perspective is to spot invisible aliens, which you soon realise you're going to have to do in *every new room* you encounter. Combine that with the fact that you're constantly referring to the map (green-vision), and that if you mess about with either of them for too long in the space-suit areas you die and, well, you get a game that's slightly annoying. It's also telling that you die more often from forgetting to change your oxygen than from getting shot by aliens. Tramping about a vast expanse of Martian wasteland's exactly as much fun as it sounds – after a while you start to welcome the random aliens as a break from the tedium of cross country treks. The combat's largely a case of strafing left and right as you hammer the shoot button, occasionally doing a sideways roll when you're presented with an especially persistent band of bad guys. Incidentally, it's difficult to say what these aliens are – they just look like a mess of grey limbs from any distance which is exactly where you want to keep 'em. Get close and everything collapses into another round of over frenetic, camera swirling battle action. It's brain off, finger on adventuring that doesn't even benefit from some sharpness in the design department. The levels look too clean, too white and EZ's space suit looks too NASA. Which isn't what we want from this kind of game. We choose *Deus Ex* over *RLH* every single time...

INSIGHT

During the final season of the Six Million Dollar man, Lee Majors experimented with growing a moustache. He shaved it off almost straightaway – but not before Kenner produced a lunchbox based on his slightly camp new look.



EZ ROLLERS: As well as our man's multiple perspectives he also receives grapple hook and spanner upgrades to that metal hand of his.

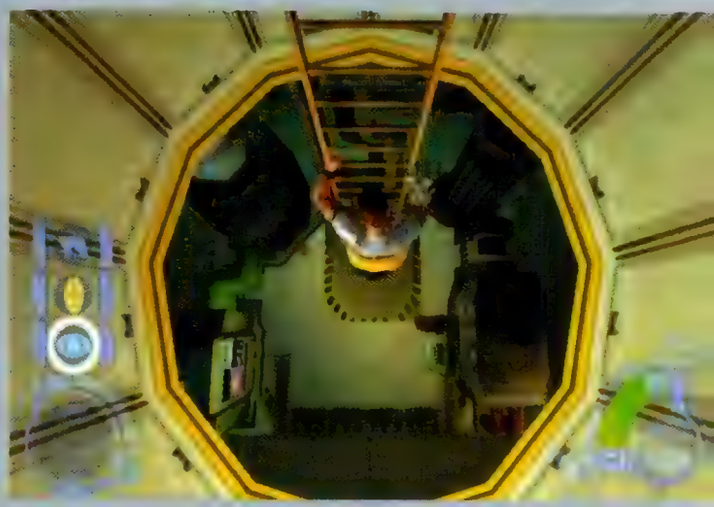
ELEC TRICKERY: A lot of the puzzles revolve around locating the right node.

THERMAL DANCE: It's only really useful for locating hidden LEDs, but you'll be employing this view more than any other.

"THE LEVELS LOOK TOO CLEAN, TOO WHITE AND EZ'S SPACE SUIT LOOKS TOO NASA"

RTX Red Rock isn't all that bad, but the challenge is definitely centred in the trekking about between puzzles. Even if you get killed, you immediately respawn a room or two back, and the aliens you've already disposed of won't suddenly reappear. It's a pervading sense of security that immediately removes any sense of threat about the alien infestation your investigating. And it's hardly going to raise your pulse above 'briefly thinking about Jasmin Lowson' levels since the combat's so insipidly uninspiring. If it's a rush of endorphins you're after, get a veiny chunk of chocolate in instead – it might rot your teeth, but at least it won't nibble away at your will to live. **PSM2**

Out on a global release in June, so only



UP UP AND WHAHEY: Coo look! A slide down ladders animation Thankfully, it actually comes in rather handy as the base is a multi-levelled affai

PARP BEAT: The Buzz Lightyear looks aren't helped by the rocket jet coming out your arse.

LEE MAJOR'S CHOICE

1 **SOS: THE FINAL ESCAPE**
Dramatic help-em-up where you collect umbrellas. OK, there's no shooting, but *RTX*'s isn't exactly challenging.

2 **EXTERMINATION**
Clambering up things and shooting squelchy aliens – but more polished and fun.

3 **RTX RED ROCK**
Eyes of a hawk! Oh, hang on, that's Brave Star. Dusty, daft and not much fun.

PSM2 VERDICT

GAMEPLAY
+ Nicely designed environments and sweet electro-scan effects.
- Outdoor areas stutter, and the aliens aren't exactly menacing.

GRAPHICS
+ Good for puzzling and messing around with robots
- Not so impressive during fights and platform sections

SOUND
+ Iris' voice is quite cute, and the music's dramatic.
- Um, the aliens don't seem to do very much.

LIFESPAN
+ It's a big game, with a few multiplayer options to explore
- But you'll stroll through it, thanks to stupefying combat

OVERALL
Another hum-drum climb-the-ladders, solve-the-puzzles effort. The vehicles and robot puzzles help, but a lack of drama kills it.

55

ROCKEY

WHOLE ROBOTTA LOVE: Another Tommi moment in robot design, but controlling them to solve puzzles is by far the best bit.

OUT UK 11TH AUGUST

ASS SHOW: The boys attempt yet another one of their puerile gags.

JACKASS: THE MOVIE

If you've gotta be dumb, you've gotta be ready for anything and you've gotta be tough. And the Jackass boys are dumber than most...

STARRING ..... Johnny Knoxville, Bam Margera, Preston Lacy, Chris Pontius, Steve-O, Wee-Man, Ryan Dunn, Brandon DiCamillo, Phil Margera
DIRECTOR ..... Jeff Tremaine
CERTIFICATE 18
PRICE £19.99

Is society crumbling back into some primordial soup? Is hell about to arise here on Earth? Well, Rob Schneider somehow manages to keep on making movies, so there's some hard evidence right there. And, if you listen to the horrified reactionary mouthpieces of the American media, MTV's Jackass spawning a movie version is simply another paving stone on the road straight up Hades back passage.

It's a plain, simple pitch, transported straight across from the TV show without any attempts to jazz it up (beyond a boosted budget which allowed for overseas mayhem): Johnny Knoxville and his gang of reprobates find the most physically demeaning, life-threatening stunts and proceed to try 'em all without the benefit of protection. And when they tire of that – hey! – there's always family members on which to inflict their crazy antics. Yes, there must be moments that favourite target Phil (father of Bam) Margera dearly wishes his son would just leave him the hell alone. It's a wonder they don't all get thrown in prison the minute the authorities spot them.

SICK TRIGGERS

So what does the movie version actually bring, besides the ability to swear without being bleeped and the chance to flash their well-aired giblets (as if we really needed to see 'em anyway) without having the blurry picture police block the view? As already mentioned, the extra cash has been splashed on travel – with Night Panda (the TV show's Night Ape taken to Tokyo) a particular delight. It also means some of the more extreme ideas that were bubbling away in their twisted little noggins get full freedom – such as using a hardware store's display toilet for its intended purpose and – in one particular scene guaranteed to have the sturdiest cinemagoer retching – urinating on an ice cream cone and then eating it. No, we're not making this up.

Truth is, Jackass is one of those love 'em or hate 'em prospects. If everything described in this review so far has you cheering, running to the nearest shop and plonking down the money to buy it, then chances are you love the show already and would willingly watch anything those kerrazy Jackasses could set their minds to, giblets and all. If however, you're currently tutting and wondering exactly what's happening to the moral fibre of society, go buy a copy of Two Weeks Notice. Warning however: Certain Scenes Of Sandra Bullock May Induce Nausea. PSM2

INSIGHT

- Variety described it as the "worst movie ever to open at Number 1 in the US".
- Knoxville and his crew met while performing silly stunts for a skateboard mag.
- Japan was used as a major location to stop US fans swarming around filming sites.

"THE MORE EXTREME IDEAS BUBBLING AWAY IN THEIR NOGGINS GET FULL FREEDOM"

To which we, the DVD-buying public, must shout: lighten up, suckers!

Sure, Jackass: The Movie is dumb. Completely and utterly dumb. Dumb beyond belief. And it's all the better for it. If fluffy, you-know-the-outcome Hugh Grant comedies are cinematic soufflés, Jackass is banned fizzing mouth candy – the type that makes your tongue wish for death, and your brain believe the whole adding-Coke-makes-your-brain-explode myth. But in a good way.

KNOXVILLE CHOICE

1. **JACKASS: THE MOVIE** Johnny and co. Nutcases all, but enjoyable to watch
2. **MEN IN BLACK** Catch Mr J in a scene-stealing turn as a two-headed alien.
3. **JACKASS: VOLUME 1** The TV show – less extreme than the film, but often funnier.

PSM2 VERDICT

EXTRAS
Audio commentary by director ☐ cinematographer and Johnny Knoxville ☐ Group cast commentary ☐ Making-Of ☐ Outtakes ☐ Deleted scenes ☐ Music videos ☐ Trailer ☐ Photo galleries.

OVERALL
Disgraceful, depraved, delightful, dangerous fun to all of those who previously enjoyed the series. Just don't try any of it at home.

65

STUNTED

OUT UK NOW

CATCH ME IF YOU CAN

True life crime caper signals change of pace for "serious" Stevie Spielberg...

STARRING ..... Leonardo DiCaprio, Tom Hanks, Martin Sheen, Nathalie Baye, Amy Adams, Christopher Walken, James Brolin, Jennifer Garner, Alex Hyde-White
DIRECTOR ..... Steven Spielberg
CERTIFICATE 12
PRICE £19.99

Clearly exhausted by helming the righteous likes of Schindler's List and the intense Minority Report, Steven Spielberg decided to bring back the fun for his next effort. His choice, the strange-but-true tale of Frank Abagnale Jr fitted the bill perfectly. We watched as the trailers spooled, highlighting the feelgood elements and set to a jazzy sixties soundtrack. Fresh, funny and free-spirited were the words bandied about. And then we saw the film itself.

All right, so that sounds like we're about to deliver some crushing critical blow, but in reality, while it never quite lived up to those cheeky, chirpy, charming pictures the clever trailer types painted for us, it was certainly entertaining.

Taking a bite from Abagnale's tale, Spielberg shows us his life from pre-teens until mid-twenties. During that time, most people are going to parties, attempting to chat up the opposite sex and dreaming what it would be like to have loads of ready cash and the ability to travel. Abagnale, however, was living the dream. From forging cheques and pretending he was a pilot, to lying as a lawyer and dating nurses who mistook him for a trained doctor, Frank used his natural charm to blag his way into anything he wanted. He was wealthy, well connected and women threw themselves at him. All this, and he was still supposed to be in school. Of course, it wasn't long before the FBI got wind of him – but it took years and the dogged determination of one agent (Tom Hanks' Hanratty) to bring him to justice. Which doesn't even end the story – Abagnale ended up working for the FBI as a consultant, helping to spot and stop other con jobs.

INSIGHT

- David Fincher was originally considered to direct. We'd pay to see that version.
- Jennifer Garner shot her scene in one day in between TV show Alias.
- The TV gameshow at the start is real, with DiCaprio "Forrest Gumped" into it.

FACT OR FICTION?

So with such a frisky story to play with, you'd expect Spielberg to play up the lighter side and make this a romp all the way. Sadly, the director can't help but dredge up Abagnale's twisty relationship with his father. And, despite a superb performance from Christopher Walken as Abagnale Sr, the plot grids to a halt when Spielberg tries to shoehorn in the emotion.

Which isn't to say Catch Me If You Can is a bad film – far from it. It just could have been better. If the up tempo, comedic beat of the earlier scenes had been maintained, there'd be a higher score sitting at the end. As it is, we're going to go with flawed, but watchable nonetheless. **PSM2**

DEBON-AIR: Leo and his hostesses capture the spirit of the trailer, if not the film.

SPIELBEARD CHOICE

1. **JAWS** – We're gonna need a bigger boat!
2. **CLOSE ENCOUNTERS OF THE THIRD KIND** – Aliens on holiday.
3. **RAIDERS OF THE LOST ARK** – The man in the hat makes it to DVD this December.

PSM2 VERDICT

EXTRAS
Catch Me If You Can: behind the cameras ▣ The casting of the film ▣ Scoring the film ▣ Frank Abagnale: Between Reality and Fiction ▣ The FBI perspective ▣ Photo galleries ▣ Filmmakers profile ▣ Production notes.

OVERALL
A largely enjoyable first half is crippled by a soppy second, but the combined efforts of DiCaprio, Hanks and Walken are not to be missed.

61

CATCH IT

STAR TREK: NEMESIS SPECIAL EDITION

OUT UK 11TH AUGUST

STARRING ..... Patrick Stewart, Brent Spiner
DIRECTOR ..... Stuart Baird
CERTIFICATE 12
PRICE £19.99

And so the mighty Trek franchise racehorse keeps wheezing on, let out of the paddock for this, its tenth movie and the fourth to feature the Next Gen cast. A rough re-tread of fan favourite The Wrath of Khan (enemy with personal grudge, big weapon, space battles), it manages neither the adrenaline nor emotional highs of that classic. There's some fun to be had, though – especially in the clashes between Jean-Luc and clone villain Shinzon. But you're left with the feeling that it's time they all beamed up and stopped while the going's good-to-fair. **PSM2** **58**

GANGS OF NEW YORK

OUT UK NOW!

STARRING ..... Leonardo DiCaprio, Daniel Day-Lewis
DIRECTOR ..... Martin Scorsese
CERTIFICATE 18
PRICE £24.99

Martin Scorsese mixes his two driving passions – violence and The Big Apple into one huge, beautiful pie. DiCaprio and Day-Lewis spark superbly off each other as wronged whiner and murderous ruler of Noo Yoik's gangs respectively. Though you sometimes get the feeling that you're being lectured to, this is full of the usual Scorsese panache – sweeping vistas, gritty footage and great characters brought to life by the best actors around: there are sterling turns from Cameron Diaz, John C Reilly and Brendan Gleeson. Robbed at the Oscars? Yup. **PSM2** **80**

ALSO RELEASED

THE DEER HUNTER: SPECIAL EDITION
Released OUT NOW! **Cert** 18 **Price** £19.99
The Deer Hunter exposes the sheer terror of war. And now it has the added sheen of commentary, deleted scenes and a new documentary. **82**

THE LORD OF THE RINGS: THE TWO TOWERS (TWO-DISC)
Released 26th August **Cert** 12 TBC **Price** £24.99
While waiting for the four discer to appear in November, you can content yourself with the double dip set, with one or two decent extras **90**

ABOUT SCHMIDT
Released 25th August **Cert** 15 **Price** £19.99
When is Jack Nicholson not Jack Nicholson? When he's OAP Warren Schmidt in a sublime, touching tale of a man struggling to cope with age. **77**

THE PIANIST
Released 18th August **Cert** 15 **Price** £19.99
The surprise of this year's Oscars, this might seem packaged as a worthy historical drama, but it'll have you weeping like a little girl. **82**

HIGHLANDER: SPECIAL EDITION
Released 18th August **Cert** 15 **Price** £19.99
Those who love Highlander can watch Christopher Lambert and Shir Shean Connery battle the bad guys, with extra features added on top. **63**

CRACKER: BOX SET
Released OUT NOW! **Cert** 18 **Price** £69.99
Robbie Coltrane proved he had a good helping of dramatic chops and the stories matched his talent in this winning series. **69**

COMING SOON

NARC
1st September
£19.99

ROBIN HOOD – PRINCE OF THIEVES: SPECIAL EDITION
8th September
£19.99

THE RULES OF ATTRACTION
29th September
£19.99

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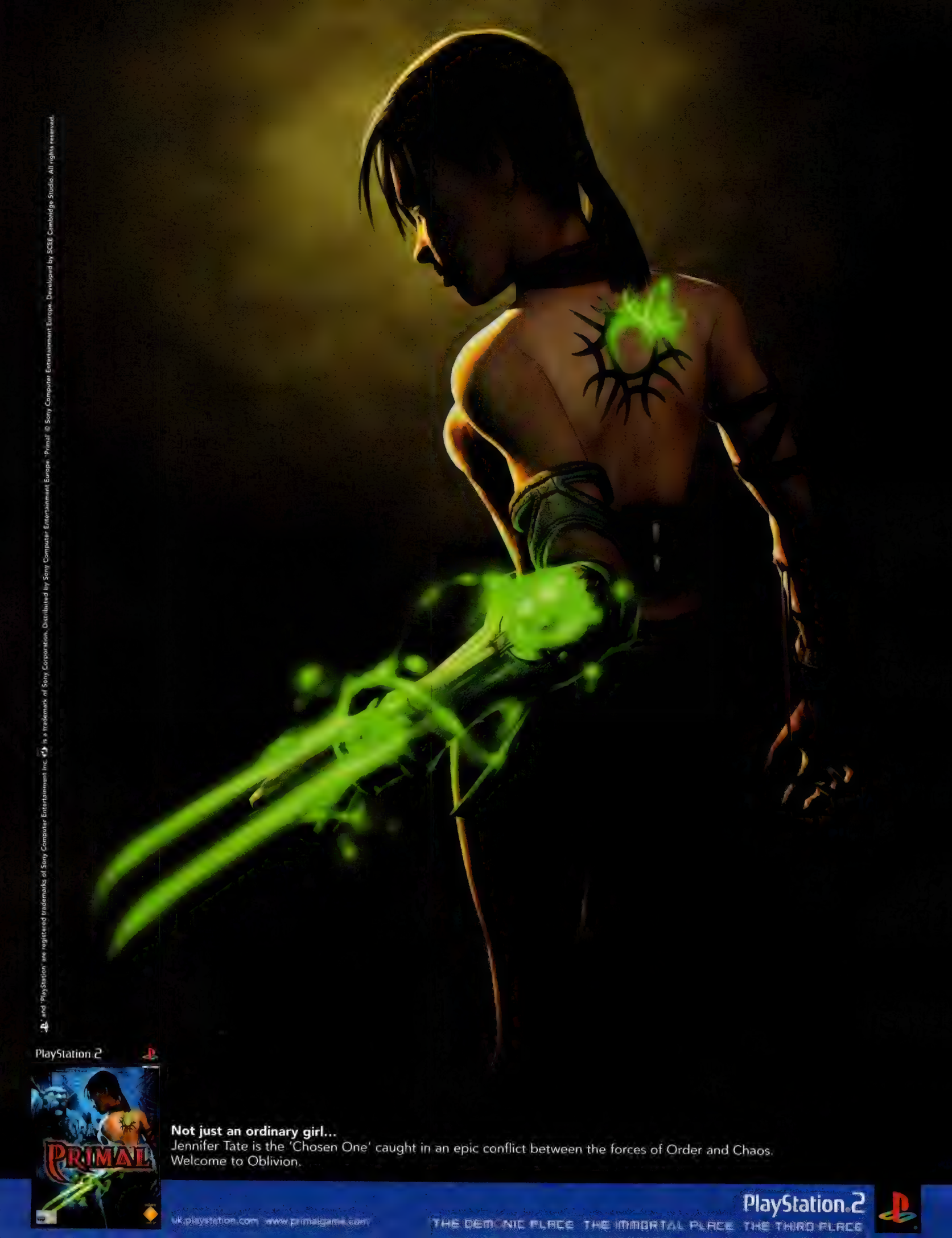
PlayStation 2
PRIMAL
Not just an ordinary girl...
Jennifer Tate is the 'Chosen One' caught in an epic conflict between the forces of Order and Chaos.
Welcome to Oblivion.
uk.playstation.com www.primalgame.com
PlayStation.2
THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE

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PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

What a month. At last all those E3 games are starting to be shown off in the PSM2 office. *Jak 2* has been popping our eyes out on stalks, and *Freedom Fighters* has been soaking up more of Jonnie's time than is absolutely necessary. And let's not forget *FIFA 2004*, *James Bond*, *SSX3* and *Need For Speed: Underground*.

We've been giving *Eye Toy* another once around the block too, and of all the recent releases, it's *Castle Wolfenstein* that's been eating up the PSM2 team's after hours spare time more than any other.

So many games so little space. Slap *SOCOM* on again, we feel a rage coming on.

2

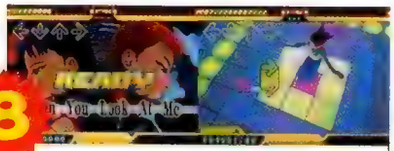
SOCOM: US NAVY SEALS

SOCOM in at number two. Does this prove that everyone has gone online crazy and you're all broadbanded right up? Or simply that you fancy a decent single-player shooter with a free Madonna headset? Thought so.

4

DEF JAM VENDETTA

Proof positive that if you've got the cash to sign up a few underground celebs then you'll get that cash back tenfold. *Def Jam* is a decent fighter, but its chart performance is better than it deserves.



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DANCING STAGE MEGA MIX

Girls love it. Children love it. And, it seems, a fair percentage of fully grown PS2-loving red-blooded males do too, judging by that *Hulk*, *Midnight Club 2* and *Silent Hill 3*-beating chart placing.

CHARTS FOR MONTH ENDING 24TH JUNE

PS2 TOP 20

Enter The Matrix stays at the top, but there's a good showing for a whole slew of new entries. *SOCOM*, *Wolfenstein* and *Def Jam Vendetta* are all doing the business, but it looks as though poor *Silent Hill 3* isn't getting the love it deserves...

Position	GAME NAME	Publisher	Developer
1	Enter The Matrix	Atari	Shiny
2	SOCOM: US Navy Seals	SCEE	Zipper Interactive
3	Return to Castle Wolfenstein	Activision	Raster
4	Def Jam Vendetta	EA	EA
5	Grand Theft Auto: Vice City	Rockstar	Rockstar
6	Tom Clancy's Splinter Cell	Ubi Soft	Ubi Soft
7	The Getaway	SCEE	SCEE
8	Dancing Stage MegaMix	Konami	Konami
9	Midnight Club 2	Rockstar	Rockstar
10	The Hulk	Vivendi	Radical
11	The Sims	EA	EA
12	Silent Hill 3	Konami	Konami
13	Primal	SCEE	SCEE
14	Tiger Woods PGA Tour 2003	EA	EA
15	FIFA 2003	EA	EA
16	Pro Evolution Soccer 2	Konami	Konami
17	Music 3000	Jester	Jester
18	Spyro: Enter the Dragonfly	Vivendi	Check Six Studios
19	Ratchet & Clank	SCEE	Insomniac
20	WWE Smackdown! Shut Your Mouth	THQ	THQ

JAPANESE TOP 5

1	Let's Make The J-League Pro Soccer Club 3	Sega	Sega
2	Nobunaga's Ambition Online	Koei	Koei
3	Everybody's Golf Online	Sony	Sony
4	Virtual On Marz	Sega	Sega
5	Ripuru	D3 Publisher	D3

US TOP 5

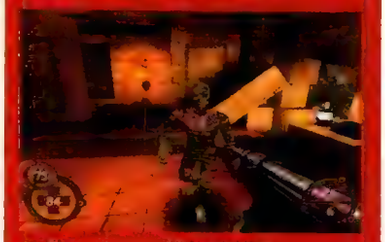
1	Tom Clancy's Splinter Cell	Ubi Soft	Ubi Soft
2	Def Jam Vendetta	EA	EA
3	NBA Street Volume 2	EA	EA
4	Midnight Club 2	Rockstar	Rockstar
5	Grand Theft Auto: Vice City	Rockstar	Rockstar

PSM2'S TOP 5IVE

What's been wearing out our office PS2?

1. Jak 2: Renegade

2. Freedom Fighters

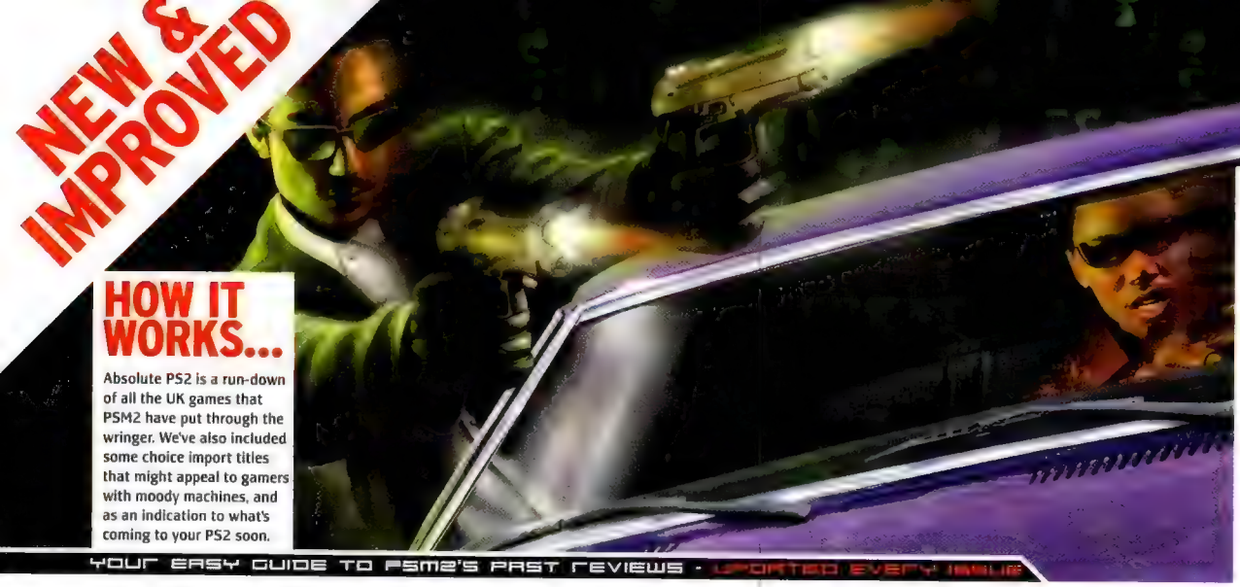


3. Castle Wolfenstein

4. Pro Evolution Soccer 2

5. Eye Toy

NEW & IMPROVED



HOW IT WORKS...

Absolute PS2 is a run-down of all the UK games that PSM2 have put through the wringer. We've also included some choice import titles that might appeal to gamers with moody machines, and as an indication to what's coming to your PS2 soon.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — 72
An action-lead game that'll satisfy slash-em-up fiends.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Atari
Version> PAL **Issue**> #15 — 66
Dumps any pretensions of originality for lumpen familiarity

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 70
Fast, good-looking and addictively fun to play

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — 48
Super-game turned super-villain thanks to daft level design

BLADE 2
Publisher> Activision
Version> PAL **Issue**> #28 — 51
By-the-numbers hitting that doesn't capture the film

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22 — 79
A horror romp with great atmosphere and visuals.

BLOODRAYNE
Publisher> Vivendi Universal
Version> PAL **Issue**> #36 — 67
If you stick with this one you'll find a half-decent adventure in there

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22 — 48
Non-threatening junior gaming with a shiny veneer. Dull

CLOCK TOWER 3
Publisher> Capcom
Version> PAL **Issue**> #37 — 59
Some nice touches, but limited gameplay

DARK ANGEL
Publisher> Vivendi Universal
Version> PAL **Issue**> #34 — 45
Repetitive, dull and frustrating

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — 90
Blindingly gorgeous and cracking to play

DEVIL MAY CRY 2
Publisher> Capcom
Version> NTSC **Issue**> #33 — 72
Not as cool or as polished as the first one

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 37
Makes you work extremely hard for very little gain

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — 75
Cracking adventure let down by seen-it-all-before gameplay

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — 52
Illogical puzzles and missions – distinctly average stuff

ENTER THE MATRIX
Publisher> Atari
Version> PAL **Issue**> #37 — 81
Flawed, but rewarding, action-heavy experience

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22 — 71
Fun at times, but mainly boringly familiar

EVIL DEAD: A FISTFUL OF BOOMSTICK
Publisher> THQ
Version> PAL **Issue**> #37 — 68
Retains some humour, but fails to be more than average.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — 78
Action, gunplay and panic, despite an unoriginal story

FELLOWSHIP OF THE RING, THE
Publisher> Vivendi Universal
Version> PAL **Issue**> #30 — 70
A half-decent attempt to do this epic tale justice

GALERIANS: ASH
Publisher> Big Ben
Version> PAL **Issue**> #34 — 50
Little more than a prolonged, dull runabout

GETAWAY, THE
Publisher> SCEE
Version> PAL **Issue**> #31 — 78
A fearsome achievement hampered by flawed controls

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — 80
Good level design and the novelty of playing as three sides

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — 92
Amoral. And the attention to detail keeps you hooked

GRAND THEFT AUTO: VICE CITY
Publisher> Rockstar Games
Version> PAL **Issue**> #29 — 97
BEST ACTION TITLE The best that videogaming can offer

HARRY POTTER AND THE CHAMBER OF SECRETS
Publisher> EA
Version> PAL **Issue**> #31 — 65
A good-looking game that'll satisfy Potter fans.

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — 81
An action adventure of Hollywood proportions from Sega

HITMAN 2: SILENT ASSASSIN
Publisher> Eidos
Version> PAL **Issue**> #28 — 89
A rock-solid, free-form adventure

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — 85
Strikes new ground for creative gaming. Less is more

LEGION: LEGEND OF EXCALIBUR
Publisher> Midway
Version> PAL **Issue**> #27 — 70
Satisfactory, if flawed – a good solid fantasy, though

MARK OF KRI, THE
Publisher> SCEA
Version> NTSC **Issue**> #33 — 74
A decent attempt at improving on the hack 'n' slasher

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — 82
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — 76
Some inventive ideas let down by basic design flaws

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Atari
Version> PAL **Issue**> #26 — 42
A rough shoot-em-up that does nothing new

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — 96
Worth every bit of the hype.

METAL GEAR SOLID 2: SUBSTANCE
Publisher> Konami
Version> NTSC **Issue**> #33 — 78
Great for those who've not played *MGS1*

MINORITY REPORT
Publisher> Activision
Version> PAL **Issue**> #31 — 60
Clever effects, but it's all over in a few hours

MUMMY RETURNS, THE
Publisher> Vivendi
Version> PAL **Issue**> #17 — 46
Flawed controls and stilted gameplay. Not fun

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — 62
Hi-tech combat lost in dull environments

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — 80
Survival horror with the emphasis on carnage not tension

ONIMUSHA 2
Publisher> Capcom
Version> PAL **Issue**> #27 — 89
Great combat, beautiful effects and diverting puzzles.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*

PRIMAL
Publisher> SCEE
Version> PAL **Issue**> #33 — 79
Afternoon-stealing fun

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24 — 73
Good idea and atmosphere, but slow moving

RAYMAN 3: HOODLUM HAVOC
Publisher> Ubi Soft
Version> PAL **Issue**> #34 — 80
Addictive, frustrating but invariably fun

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to zombie hell is familiar, but scary, stuff

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest

RYGAR: THE LEGENDARY ADVENTURE
Publisher> Tecmo
Version> NTSC **Issue**> #33 — 78
A polished and enjoyable tale of Roman rivalry

THE TOP 5 BEST ACTION TITLES

1 GTA: VICE CITY — Publisher> Rockstar

Vice City has flourished under all the expectations. The music, the styling, the freedom... Nothing beats it. **97**

2 GRAND THEFT AUTO 3 — 92
GTA3's vast scope and tiny touches are some of the most impressive on PS2. So little time, so much trouble to cause

3 METAL GEAR SOLID 2: SUBSTANCE — 78
If you haven't got the original *MGS2*, get this. That score is a guide for those who've played the original to bits, see?

4 SPLINTER CELL — 91
The ultimate 'boys-with-toys' action adventure that makes the leap to PS2 seem effortless

5 DEVIL MAY CRY — 90
A brilliant ad for PS2, but it lacks the long-term appeal of an all-time classic. Out now on Platinum, so give it a go

THE TOP 5 BEST ADVENTURE/RPG TITLES

1 FINAL FANTASY 10 — Publisher> SCEE

The biggest, most life-swallowing RPG of them all. Yes, it's all random battles and cutscenes, but it's great. **91**

2 DARK CHRONICLE — 90
Debatably better than *FF10* but edged out in pomp and presence. 60 hours in, we're still loving it

3 KINGDOM HEARTS — 88
A cool Disney game (thanks to its makers, Square). Big, funny, touching and not just for kids

4 FINAL FANTASY 10-2 — 83
Brilliant (cash-in?) re-working of *FF10* but not strictly new enough, and ultimately not as good as the orginal

5 DARK CLOUD — 81
The game that came before *Chronicle* is now totally out classed. Clever but odd 'make your own town' gameplay

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 **68**
Brave, enjoyable, but ultimately flawed

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24 **40**
Save your cash for *Onimusha 2*

SHINOBI
Publisher> EA
Version> PAL **Issue**> #35 **75**
A worthy challange for any gamer

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 **88**
This version's short, but the impact is unrivalled

SILENT HILL 2: THE DIRECTOR'S CUT
Publisher> Konami
Version> PAL **Issue**> #33 **89**
The definitive *SH2* package

SILENT HILL 3
Publisher> Konami
Version> PAL **Issue**> #36 **87**
Lacks tension until the amazing last few hours

SOS: THE FINAL ESCAPE
Publisher> Agetec
Version> PAL **Issue**> #33 **81**
A well-balanced, gripping and funny action adventure

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 **78**
A total revamp – not fresh, but still tasty

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24 **70**
Very hard in places, but still good fun

SPLINTER CELL
Publisher> Ubi Soft
Version> PAL **Issue**> #34 **91**
The ultimate 'boys with toys' action adventure

STAR WARS: BOUNTY HUNTER
Publisher> Activision
Version> PAL **Issue**> #31 **62**
Without the Star Wars link, you'd barely look twice

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 **75**
Non-stop, entertaining violence that's just a bit too shallow

SUPERMAN: SHADOW OF APOKOLIPS
Publisher> Atari
Version> PAL **Issue**> #29 **48**
Great hero, very average game

TENCHU: WRATH OF HEAVEN
Publisher> Activision
Version> PAL **Issue**> #34 **70**
Good, but lacks attention to detail

TERMINATOR: DAWN OF FATE
Publisher> Atari
Version> PAL **Issue**> #28 **49**
Nicks all the best ideas from other games

THING, THE
Publisher> Vivendi
Version> PAL **Issue**> #27 **83**
A brilliant adaptation of a unique movie

X-MEN: WOLVERINE'S REVENGE
Publisher> Activision
Version> PAL **Issue**> #36 **75**
Engrossing and addictive, but far inferior to *Splinter Cell*

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 **59**
Average. Bland graphics and poor puzzles don't help

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 **82**
Thoughtful, funny and addictively gentle

ACTION-STRATEGY

BATTLE ENGINE AQUILA
Publisher> Atari
Version> PAL **Issue**> #31 **78**
Masterful looks, with skies full of fire

DEFENDER
Publisher> Midway
Version> PAL **Issue**> #31 **76**
Solid, frantic and ponderous

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 **75**
An explosive title with a frustrating difficulty level

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 **78**
Fast-paced action with excellent, but foggy, game structure

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 **71**
A lack of innovation leaves this as just a decent update

DYNASTY WARRIORS 3: XTREME LEGENDS
Publisher> Koei
Version> PAL **Issue**> #34 **69**
Haphazard AI but great mass combat

DYNASTY WARRIORS 4
Publisher> Koei
Version> NTSC **Issue**> #37 **80**
An absolute must for fans of strategy and beat-em-up alike

GHOST RECON
Publisher> Ubi Soft
Version> PAL **Issue**> #30 **65**
Great tension, but slow and largely uneventful

MYSTIC HEROES
Publisher> Koei UK
Version> PAL **Issue**> #34 **67**
Like *Dynasty Warriors* without the sharp edges

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 **86**
A rare combination of brains and guns – looks good, too

REIGN OF FIRE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #30 **71**
A flight sim with scales

SOCOM: US NAVY SEALS
Publisher> SCEA
Version> NTSC **Issue**> #30 **82**
Well worth a look, but you'll need broadband

THE TOP 5 BEST BEAT-EM-UP TITLES

1 SOUL CALIBUR 2
Publisher> Namco

Not out in the UK yet but widespread on moody disc, this is the ultimate fighter. Cool, predictable excellence. **92**

2 TEKKEN 4 90
Way more everything than the stop-gap *Tournament* title. Characters, environments... it fulfills its contract to the letter

3 VIRTUA FIGHTER EVOLUTION 87
Fixes issues and adds characters to the non-*Evo* game. Remarkable for its Kumite 'train your fighter' mode

4 ROCKY 84
Probably the best movie licence game ever. Fight all the characters from the movies in a brilliant boxing sim

5 GUILTY GEAR X2 84
2D ultra-fighting at its most extreme and barmy. Looks shonky but plays like a charm, if strictly for the hardcore

STAR WARS: THE CLONE WARS
Publisher> Activision
Version> PAL **Issue**> #33 **69**
A shameless tie-in with a few passable moments

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 **36**
Simplistic, one-dimensional and extremely dull racer

ACTIVISION ANTHOLOGY
Publisher> Activision
Version> PAL **Issue**> #36 **40**
A miserable collection of games

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 **62**
The lack of variety extinguishes the long-term appeal

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 **80**
An incredibly addictive, albeit short, arcade hoot

GUNDAM: FEDERATION VS ZEON
Publisher> Atari
Version> PAL **Issue**> #29 **39**
Shallow, repetitive, tired and relentlessly tedious.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 **79**
A beautifully crafted thrill with an vast sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 **51**
Burns bright to the bitter, but quickly finished, end

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 **66**
Fun, but basic beat-em-up. No contest for *Tekken*

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 **79**
No depth, but lots of explosions, acrobatics and fun

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 **83**
Probably the best 2D fighter ever

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 **83**
Comic bosoms are no substitute for two-player scraps

DEF JAM VENDETTA
Publisher> EA
Version> PAL **Issue**> #36 **75**
A very entertaining chunk of wrestling action

DRAGON BALL Z: BUDOKAI
Publisher> Atari
Version> PAL **Issue**> #30 **60**
Competent enough, but won't impress non-fans

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 **78**
Sparky, but not quite as good as *Capcom Vs SNK 2*

GUILTY GEAR X2
Publisher> Big Ben Interactive
Version> PAL **Issue**> #35 **84**
Outrageously creative with perfectly well-balanced combat

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 **60**
This could've been something special, instead it's dull

LORD OF THE RINGS: THE TWO TOWERS
Publisher> EA
Version> PAL **Issue**> #29 **76**
A bit simplistic and repetitive

MARVEL VS CAPCOM 2
Publisher> Capcom
Version> PAL **Issue**> #29 **84**
Brilliant fun with a frighteningly deep fighting system

MORTAL KOMBAT: DEADLY ALLIANCE
Publisher> Midway
Version> PAL **Issue**> #33 **85**
A big surprise and a big score

THE TOP 5 BEST EXTREME SPORT TITLES

1 TONY HAWK'S PRO SKATER 4
Publisher> Activision

Despite not having the impact of *Pro Skater 3* when it arrived, we suggest you get this updated version first... **94**

2 TONY HAWK'S PRO SKATER 3 96
Out now on Platinum – which is why we're continuing to recommend it here. It's a divinely pitched challenge. Get it in

3 SSX TRICKY 95
Edgy, funky, cool – outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of perfection

4 AGGRESSIVE INLINE 83
Huge, entertaining and engrossing – a bit more shine could have made this a real contender to the *Hawk* crown

5 AIRBLADE 77
Frustrating, but fun. More attention to the Story mode could have made this the *Driver* to *THPS*'s *Gran Turismo*

PRIDE FC
Publisher> THQ
Version> PAL **Issue**> #34 **75**
Slightly ponderous, but impressively strategic

ROCKY
Publisher> Rage
Version> PAL **Issue**> #29 **84**
Wins on points and nostalgia value

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 **74**
An excellent idea, reasonably well done

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 **79**
A worthwhile update of an elderly series

SOUL CALIBUR 2
Publisher> Namco
Version> NTSC **Issue**> #36 **92**
BEST BEAT-EM-UP The most intuitive beat-em-up on PS2

TEKKEN 4
Publisher> SCEE
Version> PAL **Issue**> #27 **90**
PS2's premier fighter

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 **87**
The genre-defining master of violence

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 **66**
A passable evening's rented entertainment

UFC: THROWDOWN
Publisher> Ubi Soft
Version> PAL **Issue**> #27 **75**
A well-realised game offering something genuinely different

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 **87**
The most challenging fighter for ages

VIRTUA FIGHTER 4 EVOLUTION
Publisher> Sega
Version> PAL **Issue**> #36 **87**
A much engrossing and accomplished fighter

WAR OF THE MONSTERS
Publisher> SCEE
Version> PAL **Issue**> #34 **69**
The annoyance cancels out the fun

WWE SMACKDOWN! SHUT YOUR MOUTH
Publisher> THQ
Version> PAL **Issue**> #29 **82**
Astounding for fans, adequate for everyone else

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 **80**
More a next-gen tweaking of *Know Your Role*

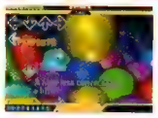
X-MEN: NEXT DIMENSION
Publisher> Activision
Version> PAL **Issue**> #31 **67**
A heroic effort, let down by an uneven fighting system.

MORE REVIEWS OVER THE PAGE...

THE BEST OODBALL TITLES

1 DANCING STAGE MEGAMIX

Publisher> Konami Europe



OK, so small children and ladies love it, but don't be afraid to shake your ass to the ultimate PS2 party game. **85**

2 FANTAVISION 85

A 'dawn of the PS2' game that combined simple, innovative select-and-click puzzle gameplay with ace firework graphics

3 GITAROO MAN 79

The best rhythm action game, bar none. Dead simple, but dead good – it's guaranteed to raise a chortle

4 SUPER BUST-A-MOVE 78

Older than the hills and totally unimproved in this PS2 version. Its still the best two-player puzzle game ever

5 KURI KURI MIX 78

Clever puzzle game with two rabbits helping each other through switch filled mini-mazes. Better than it sounds

BEMANI

BRITNEY'S DANCE BEAT — 58
Publisher> THQ
Version> PAL **Issue**> #24
Too hard for kids and too repetitive for the rest of us.

DANCING STAGE MEGAMIX — 85
Publisher> Konami Europe
Version> PAL **Issue**> #36
Get the mat, clear a space and bop till you drop.

FREQUENCY — 83
Publisher> SCEE
Version> PAL **Issue**> #23
Fast and furious button-mashing.

GITAROO MAN — 79
Publisher> THQ
Version> PAL **Issue**> #22
Rhythm action the way it should be

JUNGLE BOOK GROOVE PARTY — 50
Publisher> Ubi Soft
Version> PAL **Issue**> #10
Tiny Disney fans will enjoy it, however briefly

MAD MAESTROS — 70
Publisher> Eidos
Version> PAL **Issue**> #22
Entertaining, but not as inventive as *Gitaroo Man*

PARAPPA THE RAPPER 2 — 78
Publisher> Sony
Version> NTSC **Issue**> #16
Sherbet flavoured antidote to everything that's bleak on PS2

SPACE CHANNEL 5 — 56
Publisher> Sony
Version> PAL **Issue**> #20
Stylish, sci-fi bemani with frustrating gameplay

DRIVING

4X4 EVOLUTION — 40
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08
An essentially dull SUV racer

4X4 EVOLUTION 2 — 36
Publisher> Take 2 Interactive
Version> PAL **Issue**> #31
A jerky, coasting monstrosity of a game.

ARCTIC THUNDER — 58
Publisher> Midway
Version> PAL **Issue**> #16
Extremely average arcade shoot and-race effort

ATV OFFROAD FURY — 70
Publisher> Sony
Version> NTSC **Issue**> #09
A pity that SCEA didn't compromise on the realism

AUTO MODELLISTA — 80
Publisher> Capcom
Version> NTSC **Issue**> #28
PS2's best arcade racer – but still doesn't beat *GT3*

BEN HUR: BLOOD OF BRAVES — 42
Publisher> Microids
Version> PAL **Issue**> #34
Good idea, badly executed

BIG MUTHA TRUCKERS — 79
Publisher> Empire
Version> PAL **Issue**> #31
Rootin' tootin' redneck haulage fun

BURNOUT — 88
Publisher> Acclaim
Version> PAL **Issue**> #15
An ideal foil to *GT3*'s smart-arsed sensibilities.

BURNOUT 2: POINT OF IMPACT — 91
Publisher> Acclaim
Version> PAL **Issue**> #28
Beautiful, emotional racing. Essential

C.A.R.T. FURY — 65
Publisher> Midway
Version> PAL **Issue**> #12
The action is pacey, but the dodgy graphics let it down

CEL DAMAGE OVERDRIVE — 50
Publisher> Play It
Version> PAL **Issue**> #36
Flat and messy, but hey, it's cheap.

CIRCUS MAXIMUS: CHARIOT WARS — 55
Publisher> THQ
Version> PAL **Issue**> #25
Gimmicky racer with paper-thin novelty value.

COLIN MCRAE RALLY 3 — 88
Publisher> Codemasters
Version> PAL **Issue**> #29
McRae's long-awaited PS2 debut is a triumph

DAKAR 2 — 50
Publisher> Acclaim
Version> PAL **Issue**> #34
One for Clarkson-esque obsessives only

DOWNFORCE — 64
Publisher> Titus
Version> PAL **Issue**> #23
Adequate F1 racing, but a little too predictable

DRIVEN — 46
Publisher> Bam! Entertainment
Version> PAL **Issue**> #17
Dumb, vacuous, tired and shallow

DRIVING EMOTION TYPE-S — 57
Publisher> Squaresoft
Version> PAL **Issue**> #01
Over-realistic handling makes it damn-near unplayable

DROME RACERS — 50
Publisher> EA
Version> PAL **Issue**> #31
The Sunny Delight of futuristic racers

EXTREME-G 3 — 60
Publisher> Acclaim
Version> PAL **Issue**> #13
Close, but absolutely miles away at the same time

FERRARI F355 CHALLENGE — 67
Publisher> SCEE
Version> PAL **Issue**> #27
A stylish effort that's just too damn hard for its own good

FORMULA ONE 2001 — 84
Publisher> Sony
Version> PAL **Issue**> #09
A rewarding challenge for anyone willing to rise to it

FORMULA ONE 2002 — 68
Publisher> SCEE
Version> PAL **Issue**> #29
The most complete package, let down by stupid errors

F1 2001 — 84
Publisher> EA
Version> PAL **Issue**> #15
An accessible racer for everyone, with depth for veterans

F1 2002 — 84
Publisher> EA
Version> PAL **Issue**> #24
One of the most accessible simulators we've seen

F1 CAREER CHALLENGE — 58
Publisher> EA
Version> PAL **Issue**> #37
It does nothing new and nothing old well. So why bother?

F1 CHAMPIONSHIP SEASON 2000 — 47
Publisher> EA
Version> PAL **Issue**> #05
A poor quality title – basically a PSone game on PS2

F1 RACING CHAMPIONSHIP — 66
Publisher> Ubi Soft
Version> PAL **Issue**> #07
Fine – just don't expect too much of it

FREEKSTYLE — 59
Publisher> EA
Version> PAL **Issue**> #25
A pastiche of *SSX* without the originality or depth

G-SURFERS — 49
Publisher> Midas
Version> PAL **Issue**> #16
Spend 40 quid on a Scalextric kit instead

GRAND PRIX CHALLENGE — 85
Publisher> Atari
Version> PAL **Issue**> #31
A playable and beautifully realised racer

GRAN TURISMO 3 — 93
Publisher> Sony
Version> PAL **Issue**> #13
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA — 79
Publisher> SCEE
Version> PAL **Issue**> #25
Dumbed down version of *GT3*: short but playable

GTC: AFRICA — 74
Publisher> Rage
Version> PAL **Issue**> #16
Lovely to look at, but uninspiring to play

GUMBALL 3000 — 73
Publisher> SCi
Version> PAL **Issue**> #29
Superfast road racing that's fun while it lasts

HOTWHEELS VELOCITY X MAXIMUM JUSTICE — 51
Publisher> THQ
Version> PAL **Issue**> #31
A pleasant enough way of spending a couple of hours

INDYCAR SERIES — 49
Publisher> Codemasters
Version> PAL **Issue**> #37
Dull, ugly, frustrating and circular

JET SKI RIDERS — 38
Publisher> Eidos
Version> PAL **Issue**> #18
About as half as good as *Splashdown* in every respect

LEGO RACERS 2 — 42
Publisher> Lego Software
Version> PAL **Issue**> #18
Simple racing for tots with some decent construction

LE MANS 24 HOURS — 73
Publisher> Atari
Version> PAL **Issue**> #12
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Atari

THE BEST DRIVING TITLES

1 GRAN TURISMO 3

Publisher> Sony

The most compelling racing experience yet – a game you can truly sink your teeth into. Nothing can touch it. Yet. **93**

2 BURNOUT 2: POINT OF IMPACT 91

Beautiful, emotional racing that you have to play to appreciate. A classic idea, superbly implemented

3 BURNOUT 88

Offers the hardest, most gruelling arcade thrills this side of playing *Outrun* with a gun held up to your head

4 COLIN MCRAE RALLY 3 88

As well as being staggeringly realistic, *CMR3* never forgets that it's just a game – a gripping and intense marvel

5 NEED FOR SPEED 88

Car fetishism, adrenaline-scorched racing and a great cop chase mode in one handy package. Close to perfect

LOTUS CHALLENGE — 60
Publisher> Virgin Interactive
Version> PAL **Issue**> #16
Cloying controls + poor racing = lacklustre experience.

MASTER RALLYE — 55
Publisher> Microids
Version> PAL **Issue**> #24
Fun but flawed – it smacks of an early release

MICRO MACHINES — 59
Publisher> Atari
Version> PAL **Issue**> #30
A game of its time – which was about seven years ago

MIDNIGHT CLUB — 72
Publisher> Take 2
Version> PAL **Issue**> #03
Some nice touches that are compromised by the graphics

MIDNIGHT CLUB 2 — 80
Publisher> Rockstar
Version> PAL **Issue**> #37
Superb online play, but merciless solo player

MOTO GP2 — 71
Publisher> Namco
Version> PAL **Issue**> #19
Solid racing and a few extras, but no great shakes

MOTO GP3 — 74
Publisher> SCEE
Version> PAL **Issue**> #35
Solid, good-looking racing, but lacks real depth

MX 2002 — 78
Publisher> THQ
Version> PAL **Issue**> #14
Not the fusion of racer and sim that it tries to be

MX RIDER — 62
Publisher> Atari
Version> PAL **Issue**> #15
An ordinary addition to an ordinary racing genre

MX SUPERFLY — 72
Publisher> THQ
Version> PAL **Issue**> #27
Better than *Freekstyle* – but not the best

NEED FOR SPEED — 88
Publisher> EA
Version> PAL **Issue**> #28
Adrenaline-scorched racing

NY RACE — 40
Publisher> Wanadoo
Version> PAL **Issue**> #17
Manages to enrage and bore at the same time

PARIS-DAKAR RALLY — 60
Publisher> Acclaim
Version> PAL **Issue**> #15
Intriguing racer with uninspired and tepid presentation

PENNY RACERS — 43
Publisher> Midas
Version> PAL **Issue**> #16
A bright and solid dinky racer. Cheap as well

PRO RALLY 2002 — 68
Publisher> Ubi Soft
Version> PAL **Issue**> #22
Passable induction to rallying, but not as good as *WRC*

RALLY CHAMPIONSHIP — 56
Publisher> SCi
Version> PAL **Issue**> #24
An average game with the occasional bad bit

RALLY FUSION: RACE OF CHAMPIONS — 68
Publisher> Activision
Version> PAL **Issue**> #29
One of the better B-list rally games.

RC REVENGE PRO — 56
Publisher> Acclaim
Version> PAL **Issue**> #04
A diverting racer that doesn't take itself too seriously

RIDGE RACER 5 — 72
Publisher> Namco
Version> PAL **Issue**> #01
Fast, undeniably attractive and always fun to play

RIDING SPIRITS — 46
Publisher> Bam! Entertainment
Version> PAL **Issue**> #27
Fairly reasonable motorbike jaunt, but quite frustrating

RUMBLE RACING — 76
Publisher> EA
Version> PAL **Issue**> #10
Arcade-style knockabout racing at its idiotic best

SCOOBY DOO: MYSTERY MAYHEM — 65
Publisher> THQ
Version> PAL **Issue**> #19
A simple game, but provides smooth thrills and giggles

THE TOP 5 BEST FIRST-PERSON TITLES

1 TIMESPLITTERS 2

Publisher> Eidos

Stunning multiplayer action PLUS a massive, varied single-player mode too. Funny, clever and exciting. **95**

2 HALF-LIFE 90

Go on then. Moan about it being an old PC game. Yeah, but it's like the best PC game ever made. Durrrr.

3 MEDAL OF HONOR: FRONTLINE 89

War can be hell. It can also be a brilliant FPS. Mid levels may plod, but early and late stages will astonish. Excellent

4 JAMES BOND AGENT UNDER FIRE 88

Nightfire may be newer and 'better', but we prefer the original. Be Bond in a masterful and massive FPS adventure

5 RED FACTION 2 85

Lower scoring than its brilliant (for the time) original, but definitely more refined, if still a little grimy round the edges

SHOX
Publisher> EA
Version> PAL **Issue**> #28 — **61**
Fails to show off enough to make it a must-have

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 — **75**
Not enough one-player depth to really engage

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 — **77**
Too intense and samey

SPEED KINGS
Publisher> Acclaim
Version> PAL **Issue**> #37 — **55**
Fast, but frustrating – not nearly fun enough

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 — **75**
High-adrenaline racing can't atone for the lack of innovation

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 — **45**
A flawed karter despite having a diddy Darth Maul

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 — **38**
We can't be arsed to play this again and neither will you

STUNTMAN
Publisher> Atari
Version> PAL **Issue**> #26 — **74**
Frustrating, but gripping gameplay

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 — **36**
Spend £30 on *Burnout* instead – this is a waste of time

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue**> #22 — **45**
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Atari
Version> PAL **Issue**> #23 — **64**
Fast and fun, but lacks innovation

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Atari
Version> PAL **Issue**> #16 — **44**
No originality – it's more reliant on luck than skill

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 — **76**
Feels lightweight next to *Crazy Taxi*. But great design.

TOCA RACE DRIVER
Publisher> Codemasters
Version> PAL **Issue**> #26 — **82**
Stylish storytelling – but just not as good as *GT3*

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 — **38**
No taunts, betting or revving up at the lights. Weak.

TOKYO ROAD RACE
Publisher> Midas
Version> PAL **Issue**> #36 — **45**
A beige cardigan of a game.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 — **62**
Like an attractive 3D *Pac-Man*, only in small cars

TOTAL IMMERSION RACING
Publisher> Empire Interactive
Version> PAL **Issue**> #31 — **74**
A well-executed, albeit less in-depth, *GT3* substitute

USA RACER
Publisher> Davilex
Version> PAL **Issue**> #36 — **37**
Driving at its most tepid

V-RALLY 3
Publisher> Atari
Version> PAL **Issue**> #24 — **81**
A solid satisfying racer

WACKY RACES
Publisher> Atari
Version> PAL **Issue**> #11 — **63**
Looks nice, but let down by some really annoying flaws

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 — **71**
Frustrating controls make this an exasperating ride

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 — **73**
Other killer apps on PS2 relegate this to a shiny sequel

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 — **87**
Looks ace and handles brilliantly

WORLD RALLY CHAMPIONSHIP 2 EXTREME
Publisher> SCEE
Version> PAL **Issue**> #29 — **85**
One for true enthusiasts and no-one else

WRECKLESS: THE YAKUZA MISSIONS
Publisher> Activision
Version> PAL **Issue**> #30 — **38**
Brainless, loud and daft

WWE CRUSH HOUR
Publisher> THQ
Version> PAL **Issue**> #37 — **49**
Buckets of enthusiasm, but way too basic and shallow

XTREME EXPRESS
Publisher> Midas
Version> PAL **Issue**> #29 — **60**
Bizarre and original enough to warrant 15 quid

FIRST-PERSON SHOOTER

DEUS EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 — **88**
Clever, pacey and plot-heavy. Most detailed FPS yet.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 — **90**
If you've not played it on PC it's a must

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 — **88**
Every element thrown in so fast you can't help but enjoy it.

JAMES BOND 007 IN... NIGHTFIRE
Publisher> EA
Version> PAL **Issue**> #30 — **78**
Agent Under Fire reheated

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 — **54**
Moody and incompetent RPG – only for hardcore fans

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 — **89**
A supremely atmospheric and absorbing experience.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 — **85**
Bridging the gap where *Unreal* ends and *TimeSplitters* begins

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 — **88**
An entertaining action adventure that's not without flaws

RED FACTION 2
Publisher> THQ
Version> PAL **Issue**> #29 — **85**
An enjoyably brainless, highly destructive romp

RESIDENT EVIL: DEAD AIM
Publisher> Capcom
Version> PAL **Issue**> #37 — **68**
An intuitive control system and bags of atmosphere

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 — **41**
Slow, tedious and about as chilling as a week-old kitten

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 — **64**
A PC port that's a fraction of the game it should be

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 — **75**
Frayed around the edges, but it plays tightly enough

SUM OF ALL FEARS, THE
Publisher> Ubi Soft
Version> PAL **Issue**> #29 — **57**
Repetitive, short and unimaginative

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 — **86**
Great multiplayer, challenges and Level Editor

TIMESPLITTERS 2
Publisher> Eidos
Version> PAL **Issue**> #28 — **95**
BEST FPS TITLE Zen-balanced gameplay

TUROK EVOLUTION
Publisher> Acclaim
Version> PAL **Issue**> #27 — **71**
A conventional shooter that replicates rather than innovates

UNREAL TOURNAMENT
Publisher> Atari
Version> PAL Issue> #07 — **82**
Excellent single-player mode. Fails badly in multiplayer

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 — **80**
Superb in places with some genuinely thrilling moments.

CHOPLIFTER: CRISIS SHIELD
Publisher> Xicat Interactive
Version> PAL **Issue**> #35 — **85**
Ill-balanced, stressful, throwaway gaming

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 — **43**
Uninspiring, prosaic and lifeless

LETHAL SKIES
Publisher> THQ
Version> PAL **Issue**> #27 — **63**
More Fokker than F14 – this flawed flier fails to take off

RC SPORTS COPTER CHALLENGE
Publisher> Xicat Interactive
Version> PAL **Issue**> #29 — **36**
About as much fun as pulling your eyelashes out

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 — **79**
Hugely addictive with a real sensation of flight. Chilled

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — **54**
Awkward controls, tiny arenas and spiteful difficulty

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 — **56**
Bigger does not mean better – there's just more flaws

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 — **70**
Big respect from us

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 — **74**
Lush battles and loads of strategy – a bit like chess

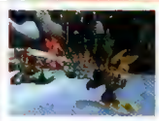
ROBOTECH: BATTLECRY
Publisher> TDK Mediactive
Version> PAL **Issue**> #30 — **69**
Possibly the best-looking cartoon robot game out there

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 — **46**
A derivative title that's very average

THE TOP 5 BEST PLATFORM TITLES

1 RATCHET & CLANK

Publisher> SCEE



Looks good, is expertly designed and has the most upgrades and options of any platformer, like, ever. It rules. **91**

2 JAK & DAXTER 85

Out on Platinum and, despite it whiffing of 'PS2 does good platform adventure', it looks great and has some neat ideas

3 MAXIMO 84

A platform game for people who are really good at games. Tough and good looking, with a 'respect due' heritage

4 SLY RACOON 80

Amazing cel-shaded graphics and some neat level designs make the *Racoon* something slightly different. And good

5 APE ESCAPE 2 80

Slightly blanded-out looks but the innovation is in the bizarre ape-bagging gameplay and squillions of minigames.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 — 63
Panic action that'll leave you grinning

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 — 84
Short, but intense battling action

PLATFORMER

APE ESCAPE 2
Publisher> SCEI
Version> NTSC **Issue**> #30 — 80
Exactly like the original, only bigger and more attractive

CASTLEWEEN
Publisher> Wanadoo
Version> PAL **Issue**> #30 — 45
You won't hate it, but it's too terrifyingly ordinary to buy

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 — 66
Next-gen reworking of Crash's 32-bit past glories

DISNEY'S STITCH: EXPERIMENT 626
Publisher> Disney
Version> PAL **Issue**> #27 — 64
A capable and enjoyable platformer. If you're six

DONALD DUCK PK
Publisher> Ubi Soft
Version> PAL **Issue**> #30 — 64
Not quite the turkey we expected

DR MUTO
Publisher> Midway
Version> PAL **Issue**> #33 — 59
A valid attempt, but not a patch on *R&C*

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 — 79
Nearly a classic - but repetitive with a short lifespan

FUTURAMA
Publisher> SCI
Version> PAL **Issue**> #37 — 75
Nowhere near as bad as you'd expect – and far funnier

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 — 51
More playable and less 'weird' would've helped

HAVEN: CALL OF THE KING
Publisher> Midway
Version> PAL **Issue**> #29 — 81
Excellent ideas in need of some pruning

ISLAND EXTREME STUNTS
Publisher> SCEE
Version> PAL **Issue**> #33 — 65
Finally – a game that's both For Children and Pretty Good

JAK & DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 — 85
Massive, gently enthralling and fun

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> #10 — 73
Visually beautiful with well-machined gameplay

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 — 84
Ace for hardcore gamers, but very tricky in places

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> #19 — 41
Cunning use of cutscenes doesn't make a decent game

PAC-MAN WORLD 2
Publisher> SCEE
Version> PAL **Issue**> #33 — 75
Good platforming, but Pac's yesterday's man.

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 — 50
A decent adventure for pre-school sprogs

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 — 55
Masks solid platforming behind unbalanced level design

RATCHET & CLANK
Publisher> SCEE
Version> PAL **Issue**> #29 — 91
BEST PLATFORMER A labour of love on every crafted level

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue**> #18 — 48
A blend of racer/platform/shooter, and a right mess, too

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 68
The characters are for kids, the gameplay's for adults

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue**> #25 — 64
Competently designed, by-the-numbers platforming

SLY RACCOON
Publisher> SCEE
Version> PAL **Issue**> #31 — 80
Beautifully cel-shaded thief-em-up

SPYRO: ENTER THE DRAGONFLY
Publisher> Universal Interactive
Version> PAL **Issue**> #30 — 68
A breezy, traditional platformer

TAZ: WANTED
Publisher> Atari
Version> PAL **Issue**> #28 — 70
Great fun for a quick platforming fix

TREASURE PLANET
Publisher> Sony
Version> PAL **Issue**> #29 — 75
Not that polished, but not a decision you'd regret

TY THE TASMANIAN TIGER
Publisher> EA
Version> PAL **Issue**> #29 — 50
Made with the most soulless corporate agenda in the world

VEXX
Publisher> Acclaim Entertainment
Version> PAL **Issue**> #34 — 73
Challenging, but bogged down with petty nuances

THE BEST SHOOT-EM-UP TITLES

1 **FUR FIGHTERS** — 86
Publisher> Acclaim

Absolutely rammed with humour, stuff to do and plenty of extras. Why can't more games be like this?

2 **STAR WARS: STARFIGHTER** — 85
Atmospheric, exciting and full of explosions – *Starfighter's* everything a *Star Wars* game should be. Out on Platinum

3 **STAR WARS: JEDI STARFIGHTER** — 80
An accomplished and attractive plot-driven shoot-em-up that's engaging, intuitive and bloody good fun to play

4 **TWISTED METAL: BLACK** — 80
Fast, frenetic and a real puller. We like the way *Twisted Metal: Black*'s addictively sick carnage plays

5 **TIME CRISIS 2** — 78
A fantastic coin-op conversion that eclipses the original. Shooting things is as much fun as it ever was

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK
Publisher> Cryo
Version> PAL **Issue**> #30 — 49
Another squiffy cel-shaded platformer

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue**> #04 — 71
A solid, if slightly small, puzzler

EGGO MANIA
Publisher> Kemco
Version> PAL **Issue**> #27 — 40
Pointless reshuffle of the old puzzle-game mainstays

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 — 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 — 78
Proves that puzzlers don't have to be about blocks

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue**> #22 — 52
Odd, boring and average. More strange than fun

SHREK SUPER PARTY
Publisher> TDK Mediactive
Version> PAL **Issue**> #33 — 58
Fine – with lots of friends and lots of alcohol

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 — 78
Little more than a buffing up of the classic game

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 — 60
Stinks of quality and does the job properly

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 53
If you're having a crap party then rent this

RPG

DARK CHRONICLE
Publisher> Level-5
Version> NTSC **Issue**> #37 — 90
Unadulterated class

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 — 81
Manages to mould RPGs into something refreshing

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 — 80
Smells of entertainment rather than drudgery

EVERBLUE
Publisher> Capcom
Version> PAL **Issue**> #24 — 51
There's no excitement here at all. Put that cash away

EVERBLUE 2
Publisher> Capcom Eurosoft
Version> PAL **Issue**> #34 — 56
Strangely compelling but not exactly exciting

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue**> #23 — 91
BEST RPG The game that all the others want to be

FINAL FANTASY 10-2
Publisher> TBC
Version> NTSC **Issue**> #36 — 83
Smart and good looking, but not as compelling as *FF10*

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 45
Dated and dire. The combat system is utterly wasted

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 70
Solid-enough critter-battling gameplay

KINGDOM HEARTS
Publisher> SCEE
Version> PAL **Issue**> #29 — 88
Instantly accessible and beautifully realised

LEGAIA 2: DUEL SAGA
Publisher> Eidos
Version> PAL **Issue**> #28 — 59
Attempts to put a new spin on the RPG, but falls short

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 — 56
A brash attempt to defy RPG with facile gameplay

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 — 80
Play through it a few times to really appreciate it

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 — 70
A game with massive aspirations

SUMMONER 2
Publisher> THQ
Version> PAL **Issue**> #29 — 73
Usurps the original, but not much inspiration or invention

WILD ARMS 3
Publisher> Ubi Soft
Version> PAL **Issue**> #33 — 71
Surprisingly non-plodding and punchy for a role player

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11 — 47
Encouraging, but looks terrible and it's very linear

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 — 40
A lazy banged-together rehash of established concepts

CONTRA: SHATTERED SOLDIER
Publisher> Konami Europe
Version> PAL **Issue**> #33 — 52
It's a classic... but then so was *Warlords of Atlantis*

DINO STALKER
Publisher> Capcom
Version> PAL **Issue**> #26 — 58
Capcom's best lightgun game yet, but still too lumbering

ENDGAME
Publisher> Empire
Version> PAL **Issue**> #25 — 49
Hackneyed lightgun game with no replay value

FIREBLADE
Publisher> Midway
Version> PAL **Issue**> #24 — 68
Thrilling early on, but slack gameplay in stealth mode

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 — 86
BEST SHOOT-EM-UP Lots humour and extras

GUNFIGHTER 2: REVENGE OF JESSE JAMES
Publisher> Ubi Soft
Version> PAL **Issue**> #35 — 40
Riddled with flaws and boring to boot

GUNGRAVE
Publisher> Activision
Version> PAL **Issue**> #30 — 68
Big fun, but tiny, *tiny* gameplay

MOTOR MAYHEM
Publisher> Atari
Version> PAL **Issue**> #15 **63**
Dumb knockabout fun – like a diet version of *Twisted Metal*

NINJA ASSAULT
Publisher> SCEE
Version> PAL **Issue**> #27 **68**
Entertaining enough, but comes up short everywhere.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 **49**
Only a pathetic 14 minutes long in Story mode

REZ
Publisher> Sony
Version> PAL **Issue**> #18 **66**
Clever, but not half as innovative as it thinks it is

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 **67**
After an evening with this you'll have had your fill

SILENT SCOPE 3
Publisher> Konami
Version> PAL **Issue**> #31 **54**
We completed this in four hours. *Four hours*

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 **80**
Accomplished, attractive, plot-driven and bloody good fun

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 **85**
Atmospheric, exciting, and full of explosions

SUB REBELLION/UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue**> #25 **62**
Attractive and playable aquatic combat.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 **78**
A fantastic coin-op conversion

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 **70**
An explosive charge into occupied territory

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 **67**
Limited, low-level mission structure

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 **80**
Fast and frenetic – we like the way this sick carnage plays.

VIRTUA COP: ELITE EDITION
Publisher> Acclaim
Version> PAL **Issue**> #30 **44**
Looks as tired as it plays

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 **69**
It's basic and linear, but get into it and it's surprisingly fun

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 **65**
Thorough and insightful, but could get up your nose.

JURASSIC PARK: OPERATION GENESIS
Publisher> Vivendi
Version> PAL **Issue**> #34 **61**
Classy but short-lived

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 **86**
The best football management sim you can get for PS2.

LMA MANAGER 2003
Publisher> Codemasters
Version> PAL **Issue**> #29 **84**
Fabulously well implemented and easy to grasp.

PREMIER MANAGER
Publisher> Zoo Digital Publishing
Version> PAL **Issue**> #31 **80**
A stress-free introduction to football management

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
Capable of running itself without any help from you.

SIMS, THE
Publisher> EA
Version> PAL **Issue**> #31 **85**
Genuine effort has been put into the conversion

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 **71**
Nearly great but too much focus on individual flair

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 **83**
Very entertaining. Almost a contender to the *Hawk* crown.

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 **77**
Not deep enough to offer limitless trick potential

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 **72**
A quality two-player game of hardball

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 **74**
Impressive gameplay, but a little pedestrian

ALL-STAR BASEBALL 2004
Publisher> Acclaim
Version> PAL **Issue**> #35 **67**
2004 could have just as much fun without your participation.

ATV QUAD POWER RACING 2
Publisher> Acclaim
Version> PAL **Issue**> #33 **68**
A fine effort, but similar to many older racers

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 **64**
A bit ropey looking and retro but competent

BMX XXX
Publisher> Acclaim
Version> PAL **Issue**> #30 **58**
Good core gameplay lost in a treacle of humourless smut

CENTRE COURT: HARD HITTER
Publisher> Midas
Version> PAL **Issue**> #19 **62**
Poor one-player – the four-player is ace, though.

CENTRE COURT: HARD HITTER 2
Publisher> Midas
Version> PAL **Issue**> #33 **62**
Underwhelming and flawed

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 **41**
A ham-fisted effort that's rotten to look at and to play

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 **76**
Bugs aside, this still has some impressive moves on PS2.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 **59**
Solid, but let down by unforgivable graphical glitches

THE TOP 5 BEST SPORTS TITLES

1 VIRTUA TENNIS 2
Publisher> Acclaim

A brilliant PS2 game rather than a brilliant basketball sim. By ditching the 'sim' guff, they've created a monster. **88**

2 MADDEN 2003 87
The ultimate American Football game. If you've at least a passing interest in the sport, then this is for you

3 NBA STREET VOLUME 2 85
A brilliant PS2 game rather than a brilliant basketball sim. By ditching the 'sim' guff, they've created a monster.

4 TIGER WOODS PGA TOUR 2003 80
OK, so it's golf, but – Jesus – it's good golf. Loads of courses and brilliant analogue swing mechanics. Stoating

5 RUGBY 80
Exactly what it says – a perfect recreation of rugby on your PS2. Looks good, plays well. A treat for fans of the art

THE TOP 5 BEST FOOTY TITLES

1 PRO EVOLUTION SOCCER 2
Publisher> Konami

Despite it receiving a fraction less than its predecessor, if you don't own *Pro Evo*, get this first... **94**

2 FIFA 2003 81
Cast aside your preconceptions – *FIFA 2003* is *finally* a contender, and makes for a refreshing alternative

3 RED CARD 80
Hovers on greatness, but can't last the full 90 minutes. Nice if you haven't got the attention span for proper footy

4 ISS 3 78
The 'arcade' version of *Pro Evo* delivers a competent game of knockabout football – *FIFA* ultimately wins out though

5 THIS IS FOOTBALL 2003 74
Plays a solid, dependable workman-like game of footy, with a vast amount of competitions and leagues

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 **72**
Great graphics, but it still lags behind the NBA series

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 **63**
A jolt of bemani can't save it from looking tired

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 **55**
Immaculate presentation but lacks any variety

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 **68**
Bang up-to-date. Marred by a reliance on character stats

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 **62**
A flawed compromise of reality and fantasy

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 **70**
The unforgiving learning curve may put the curious off

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 **69**
The authenticity's admirable, but the poor Career mode isn't

EVOLUTION SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #33 **54**
Another average game made marginally worse

EVOLUTION SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #33 **43**
A bad idea, poorly executed

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 **69**
Flawed play and patchy presentation.

FIFA 2003
Publisher> EA
Version> PAL **Issue**> #29 **81**
A refreshing alternative, and a huge improvement

FOOTBALL MANIA
Publisher> Silicon Dreams/EA
Version> PAL **Issue**> #29 **49**
Nowhere near as much fun as it appears.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 **39**
Joyless horse racing sim, without polish or imagination

G1 JOCKEY 3
Publisher> Koei UK
Version> PAL **Issue**> #34 **43**
For horse loving number crunchers only.

GRAVITY GAMES BIKE: STREET. VERT. DIRT.
Publisher> Midway
Version> PAL **Issue**> #28 **48**
Too hard, too restrictive and not enough initiative.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24 **71**
An arcadey alternative to *All-Star*

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24 **56**
No PS2 magic here, but at £15 a pop, who cares?

ISS2
Publisher> Konami
Version> PAL **Issue**> #22 **55**
Full of promise, but delivers a poor performance.

ISS3
Publisher> Konami
Version> PAL **Issue**> #34 **78**
A great little game of football

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 **38**
About as mad as a pair of brown brogues. Very dull

KELLY SLATER'S PRO SURFER
Publisher> Activision
Version> PAL **Issue**> #28 **75**
Slickly-produced, hard-working water-borne fun

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 **79**
Compromised by some nasty graphical glitches

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22 **36**
Half the price of *Bass Strike*, and half the game as well

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 **71**
For veteran 'smart marks' – fantastic. A worthwhile effort

LEGENDS OF WRESTLING 2
Publisher> Acclaim
Version> PAL **Issue**> #33 **68**
One for hardcore wrestling fans only

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23 **75**
Engaging, but not to everyone's taste

MADDEN NFL 2002
Publisher> EA
Version> PAL **Issue**> #15 **87**
If you own *Madden 2001*, it's definitely time for a trade-in

MADDEN 2003
Publisher> EA
Version> PAL **Issue**> #28 **88**
A lesson in how to make the definitive sports simulation.

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23 **61**
No match for *Knockout*

MR GOLF
Publisher> Midas Games
Version> PAL **Issue**> #34 **56**
Stranded between adult depth and childish glee

NBA 2K3
Publisher> Atari
Version> PAL **Issue**> #35 **70**
Intelligent and sophisticated b-ball sim.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 **72**
A mostly successful translation

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17 **70**
Legible tattoos don't enhance a simple roster update

NBA LIVE 2003
Publisher> EA
Version> PAL **Issue**> #31 **82**
Not perfect, but going in the right direction

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

THE TOP 5 ALL TIME BEST TITLES

1 GTA: VICE CITY

Publisher> Rockstar

Yes, it's PSM2 favourite game ever. It's all about freedom, a great storyline and superlative gameplay. **97**

2 SSX TRICKY 95

Edgy, funky, cool, outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of perfection

3 TIMESPLITTERS 2 95

One of the main devices for the removal of PSM2 spare time. And single-player mode is cool too.

4 PRO EVOLUTION SOCCER 2 94

The best football game we've ever played – and still do play at least once a day. It's no sim, but it's perfect

5 TONY HAWKS PRO SKATER 4 94

Better than *Tony 3* and pretty much at the peak of what can be done in a skateboarding game. Until THUG...

NBA HOOPZ
Publisher> Midway
Version> PAL **Issue**> #07 — 70
As fun as the *NBA Jam* series ever was

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 — 74
A funky take on basketball that's hard-hitting instant fun.

NBA STREET VOL.2
Publisher> EA
Version> PAL **Issue**> #35 — 85
Basketball – but without the rules!

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue**> #25 — 61
Not the greatest tennis game ever, and hard work.

NFL 2K3
Publisher> Atari
Version> PAL **Issue**> #35 — 78
Accomplished, but perhaps a little difficult for casual gamers.

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 70
The gameplay's tight and the visors shiny.

NHL 2003
Publisher> EA
Version> PAL **Issue**> #28 — 69
No spark, not much fun

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 — 72
A belting title that transcends its steep learning curve

NHL HITZ 2003
Publisher> Midway
Version> PAL **Issue**> #28 — 80
A solid-hitting hockey game

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 — 45
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 — 95
Faultless footy. Crap commentary

PRO EVOLUTION SOCCER 2
Publisher> Konami
Version> PAL **Issue**> #29 — 94
LIKE FOOTY? GET THIS Konami retain the footy crown

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 — 82
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23 — 80
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 — 80
A damn fine – if a little simple at times – game of rugby

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 — 39
None of the punch of an arcader or the substance of a sim

SEGA BASS FISHING DUEL
Publisher> Acclaim
Version> PAL **Issue**> #33 — 55
Shallow, dull and humourless.

SEGA SOCCER SLAM
Publisher> Atari
Version> PAL **Issue**> #30 — 36
A lazy attempt at 'fun' footy

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23 — 87
Up there with the best sports titles on PS2

SLAM TENNIS
Publisher> Atari
Version> PAL **Issue**> #25 — 77
Smart arcade-style tennis sim – similar to *Virtua Tennis*

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 — 95
Very cool. Compulsive gameplay and riotous effects.

STREET HOOPS
Publisher> Activision
Version> PAL **Issue**> #28 — 64
Gameplay imbalance turns this into a B-ball also-ran

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 — 70
A round of golf with ludicrous cartoon characters

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 — 71
Deceptive playability with some excellent detailing

THIS IS FOOTBALL 2003
Publisher> Sony
Version> PAL **Issue**> #28 — 74
Reasonable footy game, but an excellent player-manager.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 — 72
It captures the feel and emotion of golf perfectly

TIGER WOODS PGA TOUR 2003
Publisher> EA
Version> PAL **Issue**> #30 — 80
EA and Tiger bring home another winner

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 — 96
A brilliantly-realised challenge

TONY HAWK'S PRO SKATER 4
Publisher> Activision
Version> PAL **Issue**> #30 — 94
LIKE SKATING? GET THIS Free-roaming, tough and addictive

TRANSWORLD SURF
Publisher> Atari
Version> PAL **Issue**> #26 — 72
An enjoyable first attempt at digital surfing.

UEFA CHALLENGE
Publisher> Atari
Version> PAL **Issue**> #12 — 56
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 — 48
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 — 80
This realistic boxer falls just short of greatness.

VIRTUA TENNIS 2
Publisher> Acclaim
Version> PAL **Issue**> #30 — 88
The most complete tennis game around

WAKEBOARDING UNLEASHED: FEATURING SHAUN MURRAY
Publisher> Activision
Version> PAL **Issue**> #37 — 65
Akin to *Hawk's* on water – but not as good

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 — 76
Captures the atmosphere and realism of the game

WORLD CHAMPIONSHIP SNOOKER 2003
Publisher> Codemasters
Version> PAL **Issue**> #37 — 78
Bigger and better than the previous incarnations

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23 — 36
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 — 76
Overflowing with tactical subtlety

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24 — 56
One-dimensional combat melts any long-term appeal

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24 — 79
A gripping balance of action and strategy

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 79
Cheap and pretty with legions of machines

DYNASTY TACTICS
Publisher> Koei
Version> PAL **Issue**> #29 — 59
Tidy looks, but frustrating control system

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 — 74
Takes Japanese strategy into the major league

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 — 66
Looks epic but lacks depth. One for RTS fans

UTILITY

EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue**> #26 — 84
A solid, fuss-free choice for the amateur DJ

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 — 90
If there's music in your soul, this disc belongs in your PS2

MUSIC 3000
Publisher> Jester Interactive
Version> PAL **Issue**> #35 — 81
Leagues ahead of the competition, but mightily complex

PHEW, THAT'S IT...

Now you know all the games worth buying and all the lemons you should avoid. Don't buy a game until you've consulted PSM2 first. Reckon your PS2 knowledge is a bit lacking? Then cut out these pages or carry them with you. Always.

THE WORST PS2 GAMES EVER MADE

PSM2'S BROWN ZONE

FRANK HERBERT'S DUNE 22
Issue> #20 Remedial AI plus ham-fisted controls

LARGO WINCH: EMPIRE UNDER THREAT 11
Issue> #36 Smug, hateful character in a vile game

HIDDEN INVASION 21
Issue> #30 Pendulum repetitive punch-kick-sob 'action'

POWERPUFF GIRLS, THE 29
Issue> #31 Only challenging for drooling toddlers

PRYZM: THE DARK UNICORN 15
Issue> #30 We never want to play this again. Ever.

SHADOW OF ZORRO 35
Issue> #20 Too clumsy to even approach 'fun'

WARRIORS OF MIGHT & MAGIC 24
Issue> #09 The terrible level design is just for starters

AIR RANGER RESCUE HELICOPTER 24
Issue> #29 Possibly the most maddening game ever.

GAUNTLET 32
Issue> #10 Play with friends so you can suffer it together

GRADIUS 3 & 4 29
Issue> #02 Like something your Nan coughed up

SCORPION KING, THE: RISE OF THE AKKADIAN 23
Issue> #29 Cack-handed combat

BUTT UGLY MARTIANS: ZOOM OR DOOM! 34
Issue> #30 Faced with this, we choose doom.

CRASHED 31
Issue> #28 Feels like a bonus level in a better game

JET ION GP 07
Issue> #23 Here it is. THE worst PS2 game ever made

KNIGHT RIDER 27
Issue> #30 An ill-conceived and painful little game

LONDON RACER 2 23
Issue> #30 Drive, drive... thwunk. Honestly, this is crap

MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE 33
Issue> #36 This game is utter misery.

RUNABOUT 3 22
Issue> #30 The handling is frikkin' awful

SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION 23
Issue> #36 Monsieur Villeneuve needs better glasses

THE FLINTSTONES: VIVA ROCK VEGAS 13
Issue> #18 An insult to anyone with hands and eyes

AIR RANGER: RESCUE HELICOPTER 26
Issue> #36 Feeble, do-good helicopter sim

DISNEY'S DINOSAUR 35
Issue> #05 Crap game or crap film

DONALD DUCK: QUACK ATTACK 29
Issue> #06 Stunningly basic and enormously dull

EVIL TWIN: CYPRIEN'S CHRONICLES 30
Issue> #19 So French it hurts.

FROGGER 25
Issue> #22 For easily impressed children only

TETRIS WORLDS 32
Issue> #23 Pointless fingering of an old-skool puzzler

ETERNAL RING 35
Issue> #02 An uninspired, sluggish RPG. Very poor.

ARMY MEN: GREEN ROGUE 18
Issue> #11 We'd rather dance on broken glass

IRON ACES 2 17
Issue> #20 Confusing travesty that looks terrible

POLAROID PETE 35
Issue> #18 Like a bad game from ten years ago

TWIN CALIBER 32
Issue> #28 Bendy limbed stupid auto-pilot shooter

WDL WAR JETZ 29
Issue> #69 Love Hewitt-thin, inadequate gameplay.

ALPINE RACER 3 31
Issue> #31 An utterly pointless release

DAVID BECKHAM SOCCER 24
Issue> #24 A tragic, barely playable football game

GO GO GOLF 15
Issue> #36 Try chasing trains, it's much more fun

INTERNATIONAL LEAGUE SOCCER 07
Issue> #12 The worst football game EVER!

SHAUN PALMER'S PRO SNOWBOARDER 35
Issue> #18 Lacks the flair and playability of its rivals

SIMPSONS SKATEBOARDING, THE 09
Issue> #35 Worst. Game. Event. Nearly.

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE 04
Issue> #26 An absolute shocker

TOP ANGLER 22
Issue> #22 Plays like a damp dog

WHIRL TOUR 34
Issue> #35 Scooters? Dont even go there

MUSIC MAKER 23
Issue> #19 Unintentionally hilarious.

KING DIRT

CHRIS SMITH GOES BIG

PLUS!

ASHTON/JUSTICE BIKE

HARDCORE HARDTAILS

GRIP TEST

CANNOCK CHASE

MBUK/SCOTT XC TEAM

NEW ISSUE ON SALE NOW

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

OLD CHOKES HOME: Lara Croft is back - and she's as criminally anti-social as ever.

ARE YOU ALL GETTING IN SHAPE FOR THE SUNSHINE? SO ARE WE. WELL, WE'RE GETTING IN *A* SHAPE...

DAN

Summer's a time for eating rapidly-melting Cornettos, staying as close to the office fan as possible, and wistfully staring out of the office window at the pretty girls going by. It's also a time for toying with the idea of taking your top off in the park, which is not necessarily such a good idea if your exercise regime generally consists of occasionally sprinting after an ice cream van.

Fortunately, salvation is at hand in the form of PSM2's virtual workout:

Sweat, gasp and spasm along with all your favourite games characters, as they spur you on with the workouts that make *them* desirable role models, and you a gelatinous sack of yoghurt.

Heave! A huge stone around a virtual Parisian alley. Remember – back straight, knees bent. If hernias persist, consult your doctor. Stone not provided.

Strain! To do another chin-up and impress Colonel Campbell with your improved grip strength.

Stumble! Your way through a fat-burning regime of Kylie Minogue and the Sugababes, as *Dancing Stage Megamix* helpfully informs you that you've now done enough leaden plodding to eat a guilt-free Dairylea Lunchable.

Give up! And have a nice cup of tea. Actually, sod that. It's far too hot for exercise, and there's always liposuction. Now, let's see about turning our Rez Trance Vibrator into an improvised Slendertone Flex kit.

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential title in detail, but keep you up-to-date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

THE PICK OF WHAT'S NEW

HOT TIPS

It's a *Tomb Raider* workout special this month, as Lara Croft's cardiovascular regime gets a good old going over...

TOMB RAIDER THE ANGEL OF DARKNESS

Here's how to get the upgrades that are required to shove boxes, kick doors and dangle from ledges all over Europe.

PARIS

PARISIAN BACK STREETS

Upper Body 2 (Grip Level 2) – This is obtained when Lara uses the crowbar on the rooftop hut.

Upper Body 2 (Grip Level 3) – Obtained if Lara goes into the street, finds the crowbar and opens the iron gate – this allows her to shimmy further on the scaffolding area and access a secret.

THE DERELICT APARTMENT BLOCK

Upper Body 3 (Push Object) – Just barge open one of the apartment doors, which will enable you to shove the wardrobe.

INDUSTRIAL ROOF TOPS

Lower Body 2 (Jump Level 2) – Climb down the ladder and search the industrial area – here she finds a pushable object. Push it for enough leg strength to make the warehouse jump.

PARISIAN GHETTO

Using Lower Body 2 (Jump Level 2) – Lara jumps on to the train and climbs up on to the pipe. Now she can jump out of the siding on to the pathway. If Lara got the LB2, she can jump across another gap and grab the pipe to reach a secret.

Using Lower Body 3 (Kick Door/Wall) – In the Metro tunnels, Lara can kick a

TIP OF THE MORNIN'

BLACK & BRUISED

There's a decidedly Irish flavour to this issue's Tip Of The Mornin' – if, by 'decidedly' you mean, 'all right, so one character's horrendously stereotyped.' Yes, Majesco, you must be right: we're sure that all Irish people are a) ginger, and b) alcoholic. Just like all programmers are nerds. Anyway, enough of the chit-chat – to unlock every boxer, probably including a couple of fine-looking girls and a token daft robot thing, go to the Set-up menu, and then over to the Cheat menu, then press: ⊗, ◎, □, ◎, R1, L1, □, ◎, ⊗. And you'll be rewarded with a few more saps to practice your pugilism on. To be sure.

weak wall through, but only if she got the LB3 upgrade earlier.

Using Lower Body 2 (Jump Level 2) – If Lara has the LB2, she'll be able to make the jump across the ventilation shaft in the Metro service tunnels, which eventually leads to a secret.

THE SERPENT ROUGE

Upgrade Upper Body 4 (Shoulder Barge) – Pull the old lever that opens the exit grate under the car. Barge open the garage office door and collect some goodies.

Upgrade Lower Body 2 (Jump Level 2) – If Lara didn't obtain the LB2 earlier, she'll have to shove a box out of the way to allow access to the lower light rigging, giving her LB2.

Upgrade Lower Body 3 (Kick Door/Wall) – Kick the raised bridge so that you've got enough strength to get the control room door through.

ST. AICARD'S CHURCH

Upgrade Lower Body 2 (Jump) – Push the crate next to the climbable wall.

ST. AICARD'S GRAVEYARD

Using Upgrade Upper Body 4 (Shoulder) – If Lara got this earlier she'll be able to Barge open a fire escape door that's on the ledges just outside of Francine's apartment.

Upgrade Upper Body 4 (Shoulder Barge) – Barge open one of the mausoleum doors - this allows Lara to knock the statue over.

LOUVRE STORM DRAINS

Upgrade Upper Body 5 (Turn Valve) – Lara gets this upgrade by turning the large broken fan. Once she has UB5, Lara is able to turn the valves that shut off the waterfall.

LOUVRE GALLERIES

Upgrade Lower Body 4 (Push Object) – Push a glass case directly into the path of the laser beams that are in the corridor next to the Mona Lisa gallery. This allows Lara to push the larger glass case in the Mona Lisa gallery.

Upgrade Upper Body 6 (Shoulder) – Climb across the wire on the Louvre rooftops, allowing Lara to open the service room door and get a pick-up.

Using Upper Body 6 (Shoulder) – Lara can use UB6 to access a room on the first stairway up from the sewer.

TOMB OF ANCIENTS

Upgrade Lower body 5 (Kick Out/Wall) – Lara kicks down the cave wall that leads into the dead end for a secret item. The upgrade allows her to kick through the side wall into the reflection tunnel.

THE HALL OF SEASONS

Upgrade Upper Body 7 (Grip Level 3) – Barge a statue of a Knight into the wall just after the staircase – you'll need to climb part of the way up to find one.

GALLERIES UNDER SIEGE

Upgrade Lower Body 6 (Dash Enable) – This is awarded for reaching the gas mask in the upstairs lab, allowing her to run faster for short periods of time.

VON CROY'S APARTMENT

Upgrade Lower body 7 (Kick Door/Wall) – A non-essential upgrade that allows Lara to enter closed off areas of the apartment block. She acquires it by kicking open the door into the bathroom of VC's apartment.

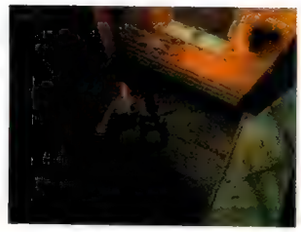
PRAGUE

THE MONSTRUM CRIME SCENE

Upgrade Upper body 8 (Shoulder Barge) – Push the crate over to the scaffolding.

THE STRAHOV FORTRESS

Upgrade Lower body 8 (Push Object) – Found by completing the push box puzzle near the saw room, this allows Lara to push a large piece of machinery



over to the wall allowing access to a valve switch.

THE BIO-RESEARCH FACILITY

Upgrade Lower Body 9 (Jump) – To make the jump across the collapsed gantry, Lara has to find another gantry that leads to a tricky run – jump – grab – shimmy obstacle.

AQUATIC RESEARCH AREA

Upgrade Upper Body 9 (Grip Level 4) – Push the bin under the meat dispenser and fill it up, and then pull the full bin on to the track.

THE VAULT OF TROPHIES

Upgrade Lower Body 10 (Pull Chain) – Go to the fireplace and pull the large lever in the floor – this allows her to pull the chain to raise the tapestry.

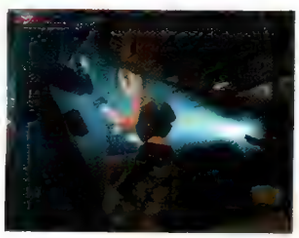
THE LOST DOMAIN

Upgrade Lower Body 10 (Sprint Jump) – In the tunnel ahead lies a huge door, a switch sits on the near wall. Lara pulls the switch and the door raises, she runs around the platforms performing jumps along the way, she gets close but the door slams down closed. Lara must get the LB10 which allows her to jump while sprinting, this allows her to cut across the platforms and run through the door before it closes. The LB10 is attained by making a small climb up into another tunnel, the tunnel contains a small gauntlet of jumps, slides and catches, when Lara completes this she is awarded the LB10.

You're now in possession of full-on upgraded Lara.

THE BAYEUX TIPESTRY #4

Scholars of the tipestry will be aware that a section about eight metres in length is missing from its embroidered folds. Some have speculated that this section would almost certainly have included William's consolidation of England and his coronation on Christmas Day 1066, and possibly even confirmed the infamous 'Malfosse' incident. PSM2, however, can disclose that it was destroyed as part of an attempt to remove all trace of the abomination that is *WWE Crush Hour* before the tipestry was presented to Bishop Odo. Still, if you actually want a level select and all vehicles, go to the character selection screen, then press ◎, □, th, ◎, ◎, ◎, ◎, □.



NEXT MONTH The death of Harold's brothers, Gyrth and Leofwin, turns out to be an allegory for the second boss battle in *Shinobi*.

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

RETURN TO CASTLE WOLFENSTEIN (M)
0E3C7DF2
1853E59E
EE801A7A
BCC7770A

All Weapons
DE428AF6
BBA89A82
DE428AF2
BBA89A82

Max Bonus Award Points
DE4294CA
BCA99E6A

Infinite Ammo/No Reload
DE8332D6
BCA99B83

Invisible
DE83D76A
BCA99B83

Infinite Health
DE83EEAA
E0AA9BE7
DE83EEB6
6ACA9D3F

Big Jumps
DE8315F2
F8AADB83

Really Big Jumps
DE8315F2
F8AADB03

WRC2 EXTREME (M)
0E3C7DF2
1853E59E
7E9C2963
BCCB68E7
CAF9AE9E
BCA99B83

Free Ride/ No 3 secs. Countdown
DE830166
BCA99B83
DE830102
BCA99B83

DE8FFFAE
BF899B8B
DE8FFF92
E0CA9BAB
DE8FFF82
CCAA9B8B
DE8FFF9E
D0CD9B86

L3 to reverse Pit Time, R3 to Stop. Use only in the pit.
01205288
BCA99A80
DE8D5006
BC4CB3A4
01205288
BCA99A7E
DE8D5006
BC0EB3A6

DE8FFFA6
E0AA9C83
DE8FFFA2
682A9B83
DE8D5042
C4AC9A43

Use only one of these 3 Codes

Slow Timers
DE8D5042
E00C9A7B
DE8D504A
BF899B8B

Freeze Timer
DE8FFFFE
F8AA9BAC
DE8FFFFA
48CA5843
DE8FFF8A
48CA9CCF

Freeze Timer (Championship)
DE8FFFFE
F8AA9BAC
DE8FFFFA
48CA58D7
DE8FFF8A
48CA9CCF

Use only one of these 3 Codes

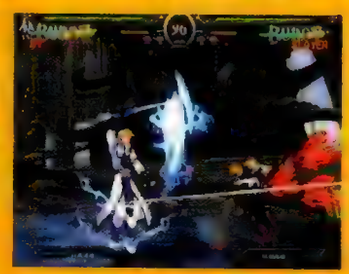
Slow Timers
DE8FFFAE
BF899B8B
DE8FFF92
E0CA9BAB
DE8FFF82
CCAA9B8B
DE8FFF9E
D0CD9B86

Freeze Timer
DE8FFFA6
E0AA9C83
DE8FFFA2
682A9B83
DE8D5042
C4AC9A43

TEST... A MAN PLAYING TOMB RAIDER

Who could be better to give out calming gaming advice than a man who's blood has been boiled into pure toxic rage juice?

PASTRAMI ON SLY: ...t starts out simple then drives you slowly out of your mind.



TOP GEAR: Love it or hate it, this is one of the best beat-em-ups ever. Joel says so. And he's right.

STUCK

Dear PSM2,

I'm stuck on *Sly Cooper*. I have ten more Master Thief Sprints to go but they're really hard.

Sam Dore, via email

Use the Roll skill in levels with long walkways, because you can roll faster than you can run, and using it smashes some objects. Don't set off any alarms, because the clock will tick more quickly. It's probably OK to set one off if you're within a second's reach of the control. Finally, don't use the Fast skill to run through a level more quickly, because the clock will speed up along with you.

Look, Lara, just go up to the edge ... no, don't look at me. Turn around. Not sideways. Not sideways!

DRAN

Dear PSM2,

How do I beat Dran in *Dark Cloud*?

Dan Wolfe, via email

Dran's a boss you have to hit and run. Be careful of the floors, since he'll destroy chunks of it. The safest thing to do is hang out on the outer rim, since he can't affect that area. When he takes flight, switch to Xiao, target in, and take a shot. You don't even have to see him as long as he's targeted. You'll hear him make a noise when he's shot – switch to Toan, and attack him once from the side. Switch to Xiao and repeat.

Pull the lever! It's there! You'll drown if you don't pull it! I'm not doing this again! Just pull the... Oh BALLSACKS!

DREK

Dear PSM2,

I can't defeat Drek on the last level of *Ratchet & Clank* – any tips?

Simon Sherwood, via email

Prepare your Quick Select with all of your best weapons, plus the Gadgetron PDA and the Swingshot. Go for the the Devastator, the Tesla claw or the RYNO.

• Fire Waves: You should strike here, and just jump over them.

• Random Rockets: These are harder – don't try to attack him when he's using these. Just keep moving around, and never stand on one of the rockets' targets.

• Mines: Stay away from them and don't shoot the boss, the ammo will waste itself on the mines.

• Setting the counter: Just get to the counter immediately and hop on the button. After you press it, Drek chases you to the edge. Hop on the rail bordering the arena and slide away from him, and he'll stop.

• Small Bots: Like the mines, just run away from them and don't waste ammo. If they're getting too close, hop on the border rail and avoid them. Or use the Suck Cannon to get rid of them quickly, and fire at Drek.

• Big Blue Laser: Just avoid this attack and don't try attacking him. You can dodge it by riding the border rail, or by boost jumping quickly.

• Falling Missiles: Run!

Right. Up to the ledge. Now step backwards ... no, don't turn around. [Sigh.] Up to the ledge. Step. Backwards. Now run! No, don't walk! You'll ... Shit.

LASER SHARP: The final stages of Ratchet & Clank are expertly designed to be granite-tough.

GOLD

Dear PSM2,

Can you please tell me how to defeat I-No in her gold mode at the end of Arcade mode in *Guilty Gear X2*?

Jam Kuradoberi, via email

This is with the Megalomania balls. They appear in three patterns – and bear in mind that if you ever block one or go behind her, they'll all head straight for you. The first pattern looks like a 'sine' wave – when the pre-pattern is drawn, stand under the loop. When it starts, move towards her slowly. Eventually the wave will stop. Then stop, and wait until it's gone, then whammo. Easy. The second pattern's a bit like a 'cos' wave – when you see it start, just move as far away as possible. Easy. Only the 'spray' can be tricky to avoid. When she starts the pattern, move right up to her, and when the squares go away, jump, then jump again. It might take a few goes to get the timing right.

Brilliant! A new level! I'm finally getting used to this. Hang on, why am I sliding down a hill? And what're those ... ? [thunk].

BAFFLED?

SHARE YOUR SUFFERING WITH PSM2...

Next month, we'll have an entirely new tips guru at the helm – Scorpion, or Dr Spong from *Haven*, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming conundrum, send your query to Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk

BYTESIZE

EVIL DEAD: A FISTFUL OF BOOMSTICK
Successfully complete any of the levels to unlock some rather special pre-production art for that area in the gallery in the Extras menu.

RESIDENT EVIL: DEAD AIM
Successfully complete the game in its entirety. Then, start a completely new game from the cleared game file, and you'll lend up playing as Fong Ling instead of Bruce in those areas.

SILENT HILL 3
Want a little something extra for your *Silent Hill* travellings? Simply enter 'BlueRobbieWin' on the Extra Costume scene to get a sinister rabbit costume suit to play in. Very Donnie Darko...

CLOCK TOWER 3
Complete the game and you'll be able to pick from the following costumes: a blue cowgirl outfit, her toga from the end of the game, Roman armour, a black club-type outfit, and her school uniform.

WAKEBOARDING UNLEASHED
To get every board, press ↑, ↑, ←, ←, →, →, ↓, ↓, ↑, ←, →, ↓ ↑, ←, →, ↓ at the Main menu. The message "You got all the boards... Or did you?" will come up.

DYNASTY WARRIORS 4
To unlock the Elephant saddle, you must be playing on Nanman's side. Wait for an ally to get knocked off his elephant, and ride it into the enemy base. Special Item report in Nanman base.

TOMB RAIDER
For the first of the non-essential upgrades, crowbar open the iron gate in the Parisian Back Street. This'll allow you to shimmy along further on the scaffolding area and reach a secret.

EXCLUSIVELY FOR PLAYSTATION 2!

CHEAT!

THE KILLER NEW TIPS LINE EXCLUSIVELY FOR PS2!

NEW! **WAKEBOARDING UNLEASHED**
All boarders, all gaps, all levels!

NEW! **EVOLUTION SKATEBOARDING**
Skate as Solid Snake, plus many more extras!

NEW! **BLOOD RAYNE**
God mode, level select, gratuitous dismemberment and more!

NEW! **WAR OF THE MONSTERS**
How to unlock Mecha Sweettooth!

NEW! **WWE CRUSH HOUR**
All vehicles, faster specials, unlimited turbo!

2002 FIFA WORLD CUP
ACTIVISION ANTHOLOGY
ATV OFFROAD FURY 2
BIG MUTHA TRUCKERS
BLADE 2 NEW!
BMX XXX NEW!
BURNOUT
BURNOUT 2: POINT OF IMPACT
CONFLICT: DESERT STORM
CRASH BANDICOOT: THE WRATH OF CORTEX
CRAZY TAXI
DEAD OR ALIVE 2
DEVIL MAY CRY 2
DEF JAM VENDETTA
DEUS EX
DEVIL MAY CRY
DRAKAN: THE ANCIENTS' GATES NEW!
DR MUTO
ENTER THE MATRIX
EOE: EVE OF EXTINCTION
FIFA 2003
FISHERMAN'S CHALLENGE
GRAND THEFT AUTO III
GRAND THEFT AUTO: VICE CITY
GRAN TURISMO 3: A-SPEC
GRAN TURISMO CONCEPT: 2002 TOKYO GENEVA
HEADHUNTER
HITMAN 2: SILENT ASSASSIN
HOT WHEELS: VELOCITY X
JAMES BOND 007 IN .. AGENT UNDER FIRE
JAMES BOND 007: NIGHTFIRE
JURASSIC PARK: OPERATION GENESIS
LARGO WINCH: EMPIRE UNDER THREAT
LEGENDS OF WRESTLING
LEGION: THE LEGEND OF EXCALIBUR
LMA MANAGER 2002
MAT HOFFMAN'S PRO BMX 2 NEW!
MAX PAYNE
MEDAL OF HONOR: FRONTLINE
METAL GEAR SOLID: SUBSTANCE
MIDNIGHT CLUB II
NBA STREET
NEED FOR SPEED: HOT PURSUIT 2
PAC-MAN WORLD 2
PRIMAL
PRO EVOLUTION SOCCER
PRO EVOLUTION SOCCER 2
RATCHET & CLANK
RAYMAN M
RED FACTION
RED FACTION II
REIGN OF FIRE
RESIDENT EVIL CODE: VERONICA X
ROCKY
SAVAGE SKIES
SMASH COURT TENNIS: PRO TOURNAMENT
SPIDER-MAN
SPYRO: ENTER THE DRAGONFLY
SSX TRICKY
STAR WARS: JEDI STARFIGHTER
STAR WARS: THE CLONE WARS
STATE OF EMERGENCY
STUNTMAN
TEKKEN TAG TOURNAMENT
TENCHU: WRATH OF HEAVEN
THE GETAWAY
THE LORD OF THE RINGS: THE TWO TOWERS
THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING
THE MARK OF KRI
THE SIMPSONS: ROAD RAGE
THE SIMS
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TIGER WOODS PGA TOUR 2002
TIGER WOODS PGA TOUR 2003
TIMESPLITTERS
TOCA RACE DRIVER
TOM CLANCY'S GHOST RECON
TONY HAWK'S PRO SKATER 3
TONY HAWK'S PRO SKATER 4
TUROK: EVOLUTION
TWIN CALIBRE
V-RALLY 3
VIRTUA FIGHTER 4
WHIRL TOUR
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WORLD RALLY CHAMPIONSHIP 2001
WRC II EXTREME
X-MEN 2: WOLVERINE'S REVENGE

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PSM2 PRO-DOJO

Welcome to the Dojo – the place where the hopeful strive to join PSM2's hallowed order of PlayStation 2 masters. Within these bamboo-and-paper walls you'll find only the greatest PS2 gamers. Join us...

NEW LEAGUES

WIN! **AT YOUR SERVICE** Roll up, roll up. Prove your skills and be famous forever. Pick your game, beat the score and video your efforts. Send it in and you too can join PSM2's gaming elite. Do it. Do it now. With a photo.

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements this month with a game of your choice. **PSM2**

HOW TO BE FAMOUS!

1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it... We only want new chart entries, and we update our listings every month.

2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.

3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and, when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).

4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkey's. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.

5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.

PRO DOJO CHECKLIST: BINGO!

☐ Photo ☐ Video ☐ Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Monday 12th May.
And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

MIDNIGHT CLUB II

It's a first time outing in the Dojo for Rockstar's urban racer, as requested by too many of you to mention, and here are the names of those setting the pace in Arcade mode Circuit races. Go lick 'em, people.

LOS ANGELES

Beverley Hills Thrasher

4'16"38	Gavin Rogers
4'20"01	Daniel Rowse
4'28"84	Richard White
4'37"07	Stephen Duell
4'39"93	George Persson

LA Turismo

3'05"93	Mark Gammie
3'07"59	Jon Summers
3'12"37	Gavin Rogers
3'13"08	Richard White
3'13"78	Daniel Rowse

River Raid

4'31"28	Alan Mitchell
4'38"66	Jon Summers
4'42"23	Gavin Rogers
4'43"05	Daniel Rowse
4'44"00	James Dyer

Run Off

4'40"83	Richard White
4'42"39	Daniel Rowse
4'47"70	Jon Summers
4'47"71	Keith Moran
4'48"02	Calum Gill

Arrivals & Departures

4'58"04	Daniel Rowse
5'03"83	Matty Oxford
5'10"33	Jon Summers
5'11"69	Kip McCormick
5'11"71	Richard White

NEW CHALLENGE!

JAMES BOND 007 IN...NIGHTFIRE

Here are those leagues for the first half. Remember, the harder the skill level, the higher the scores, and we want to see your best level in full...

NIGHTSHIFT

NEW CHALLENGE!

230,178	Richard Thorpe
229,038	Chris Reading
210,315	Sam Goodwyn
209,895	David Maddock
209,367	Jason Davey

CHAIN REACTION

235407	Richard Thorpe
230398	Peter Fullbrook
277854	David Maddock
268948	Nick Spicer
262653	Terry Smith

PHOENIX FIRE

133693	Peter Fullbrook
132736	Richard Thorpe
121837	Ian Carter
100763	Daniel Hunter
99726	Nick Spicer

DEEP DESCENT

195054	Craig Lee
194726	David Maddock
188373	Colin Ellery
187526	Andrew Kelly
163698	John Preston

ISLAND INFILTRATION

248936	Chris Reading
229647	George Thompson
227226	Peter Fullbrook
219738	Jeremy Ward
207637	Adam McCloud

EQUINOX

255363	Andrew Park
254928	Daniel Rawlins
250635	Chris Reading
249425	Simon Reeves
227839	Tony Marchent

BURNOUT 2

No, no, no! No reversals please! Other than that, please do feel free to give any of these tracks mentioned here a spin in whatever motor you fancy.

AIRPORT TERMINAL 3

0'33"760	Paul Fitzpatrick
0'33"780	James Walker
0'33"819	Lee Walker
0'33"959	Callum Murphy
0'33"979	James Woosley

AIRPORT TERMINAL 1&2

1'18"619	Paul Fitzpatrick
1'18"860	James Walker
1'18"899	Shaun Hewer
1'19"359	Lee Walker
1'19"719	Jamie Bryson

INTERSTATE LOOP

1'00"239	Paul Fitzpatrick
1'00"440	Shaun Hewer
1'00"579	James Walker
1'00"599	Daniel Hammond
1'00"659	James Woosley

88 INTERCHANGE

2'16"619	Paul Fitzpatrick
2'16"859	James Walker
2'17"459	Shaun Hewer
2'21"479	Steve Moran
2'21"680	John Jeffery

PALM BAY HEIGHTS

1'03"840	Paul Fitzpatrick
1'03"979	James Walker
1'04"180	Lee Walker
1'04"559	Shaun Hewer
1'05"199	John Jeffery

PALM BAY MARINA

1'27"440	Paul Fitzpatrick
1'28"059	Shaun Hewer
1'28"059	James Walker
1'28"459	Daniel Hammond
1'28"519	Lee Walker

SUNRISE VALLEY DOWNTOWN

0'41"020	Paul Fitzpatrick
0'41"440	Shaun Hewer
0'41"460	Lee Walker
0'41"540	James Walker
0'42"520	Daniel Hammond

SUNRISE VALLEY SPRINGS

1'05"580	Paul Fitzpatrick
1'06"179	Shaun Hewer
1'06"840	Lee Walker
1'06"880	James Walker
1'07"019	John Jeffery

BIG SURF GROVE

1'05"720	Paul Fitzpatrick
1'05"839	James Walker
1'06"419	Lee Walker
1'06"780	Shaun Hewer
1'07"619	Jonathon Howling

BIG SURF SHORES

1'37"679	Paul Fitzpatrick
1'38"000	James Walker
1'38"699	Shaun Hewer
1'39"380	Steve Moran
1'39"500	Lee Walker

CRYSTAL SUMMIT PEAK

0'41"900	Lee Walker
0'42"020	Paul Fitzpatrick
0'42"199	Shaun Hewer
0'42"359	James Walker
0'44"819	Simon Douel

CRYSTAL SUMMIT LAKE

1'58"359	Paul Fitzpatrick
1'59"420	James Walker
2'00"780	Shaun Hewer
2'09"279	John Jeffery
2'10"619	Simon Brown

OCEAN SPRINT

1'46"199	Paul Fitzpatrick
1'46"419	Shaun Hewer
1'47"179	James Walker
1'49"059	Lee Walker
1'49"939	John Jeffery

HEARTBREAK HILLS

1'40"999	Paul Fitzpatrick
1'41"299	Shaun Hewer
1'41"599	James Walker
1'43"939	Lee Walker
1'44"359	John Jeffery

FREEWAY DASH

1'57"359	Paul Fitzpatrick
1'58"819	Shaun Hewer
2'00"259	James Walker
2'06"439	Lee Walker
2'07"119	John Jeffery

GRAN TURISMO 3

Things are shifting, and there are some sterling scores to beat. Freeride Arcade times is what we're after, so grab yourselves a pad and get going, speed freaks.

SUPER SPEEDWAY

0'23"930	Robert Pettengell
0'24"088	David Bain
0'24"306	Vaughan Welsh
0'24"408	Mark Hodgson
0'25"033	Amanda Offord

MIDFIELD RACEWAY

0'52"448	Amanda Offord
0'52"684	David Bain
0'53"002	Mike Webster
0'53"688	James McQuade
0'54"448	Norman Morrison

SMOKEY MOUNTAIN

0'48"196	Amanda Offord
0'48"290	Robert Pettengell
0'48"574	James McQuade
0'48"709	David Bain
0'49"192	Tommy Willumsen
0'49"403	Graham Greenall

TRIAL MOUNTAIN

0'59"553	Amanda Offord
1'00"408	James McQuade
1'02"895	Mike Webster
1'03"096	Robert Pettengell
1'03"816	Brian Dunne

SWISS ALPS

0'55"193	Amanda Offord
0'56"468	Tommy Willumsen
0'56"715	James McQuade
0'56"759	David Bain
0'56"784	Kim Saarinen

TONY HAWK'S PRO SKATER 4

Come on folks, we don't want to see repetitive one-trick wonders here – keep it nice and varied with a good spread of stunts. Steer clear of the Career mode, make full use of the terrain – and send us the proof on VHS.

COLLEGE

20,185,878	Daniel Mosley
18,834,222	Jake Douglas
9,456,020	Carl McCally
5,543,190	William Green
3,223,123	Charlie Cook

SAN FRANCISCO

17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker
3,198,987	Ralph Evans

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,888,345	Tim Crosby
10,675,101	Doug Gysler

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
7,212,888	Jamie Morgan
7,100,567	Rob Bickley
5,789,322	James McKenzie

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
10,333,190	Brian Moore
8,000,145	Daniel Mosley

LONDON

10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel
7,016,070	David Smith
6,603,609	Peter Cramp

ZOO

15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
7,631,597	Rodney Cox
6,647,324	Mathew Jones

CARNIVAL

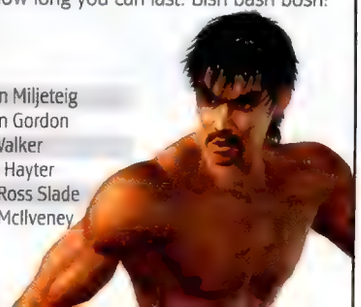
16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent

TEKKEN 4

Survival's the name of the game in our *Tekken 4* challenge. Pick your favourite combatant and see how long you can last. Bish bash bosh!

SURVIVAL MODE

Wins	Character	
102	Heihachi	Simon Miljeteig
92	Heihachi	Simon Gordon
92	Lee	Lee Walker
78	Heihachi	Grant Hayter
63	Heihachi	John Ross Slade
62	Heihachi	Gary McIlveney



IN THE DOJO

>PLACES FOR FACES

WINNER **PAUL FITZPATRICK**
Stage-struck

Paul managed some blistering scores for *Colin McRae 3* and *Burnout 2*, coming top in nearly every stage. Looks like he could teach the real Colin a thing or two.

WINNER! **SIMON MILJETEIG**
Street fighting man

Not content with racking up 102 *Tekken 4* victories with old man Heihachi, Simon then achieved a whopping zombie-killing score on *TimeSplitters 2*.

WINNER! **JAMES WOOSLEY**
Man With No Face

James notched up some stylish scores for three *Nightfire* levels, and yet we still managed to lose his photo. Many apologies – we're a bunch of inept berks.

WINNER! **STEVE MORAN**
Look who's stalking

Persistence pays off for Tubs this month as he sends in improved times and makes it to the top of a *Hitman 2* board. The man clearly has no mercy.

WINNER! **PAUL BLOOMFIELD**
Nice try...

We have an *MGS2* board. We're very proud of it. It features Snake levels. What does Paul do? Send us good scores for Raiden's levels. D'OH!

Once again it's the game of your choice. Mail in your requests and we'll sort them out for you sharpish. As for the rest of you wannabees, get those entries in for an equal chance of gaming immortality and a brand new selection of prizes next issue.

COLIN MCRAE RALLY 3

We've gone for the UK-only stages for this one, although you *can* opt for whichever ride and driver you want to get dirty with...

TOP TIMES

Warwick

2'46"64	Paul Fitzpatrick
2'48"41	Norman Morrison
2'49"28	Michael Griffin
2'50"37	James Walker
2'50"49	Giles Kilpatrick

Stone Leigh

2'48"72	Paul Fitzpatrick
2'52"37	Norman Morrison
2'52"53	James Walker
2'53"20	Garry Bee

Little Cawford

2'12"24	Paul Fitzpatrick
2'14"65	James Walker
2'17"29	Norman Morrison
2'17"76	Michael Griffin
2'17"80	Garry Bee

Llangurig

2'56"60	Paul Fitzpatrick
2'59"96	Michael Griffin
2'58"80	Garry Bee
3'00"25	James Walker
3'01"17	Norman Morrison

Llyn Clywedog

2'14"44	Garry Bee
2'14"68	Paul Fitzpatrick
2'19"89	James Walker
2'21"06	Rik Ibbotson
2'22"21	Norman Morrison

Rhayader

2'48"48	Paul Fitzpatrick
2'48"60	Garry Bee
2'49"85	Norman Morrison
2'51"21	James Walker
2'53"72	Rik Ibbotson

Stonetthorpe

1'12"96	Paul Fitzpatrick
1'13"00	James Walker
1'15"84	Norman Morrison
1'15"92	Garry Bee
1'16"20	Rik Ibbotson

TIMESPLITTERS 2

You'll notice a couple of changes with the challenges here, thanks to folk sending in such a broad spread of results. Keep 'em coming!

GLASS SMASH

Bricking It

21.2	Steve Moran
21.4	Sam Middleton
21.4	Matthew Novak
22.0	Dave Peppiatt
22.2	Tim Cooper

INFILTRATION

Trouble At The Docks

17.0	Matthew Novak
17.2	Simon Miljeteig
18.1	Andrew Ireland
18.7	Simon Brett
19.1	Will Meredith

BANANA CHOMP

Monkey Business

44.9	Sam Middleton
44.9	Stephen O'Neill
46.7	Jack Fanning
46.9	Ozric Hayter
47.2	Will Meredith

BEHEAD THE UNDEAD

Fight Off The Living Dead

411100	Simon Miljeteig
278225	Jason Goodwright
216975	Daniel Cant
198750	Matthew Novak
178650	Christos Christou
177600	Will Meredith
165650	Steve Moran
160050	Richard Hewat

GRAND THEFT AUTO: VICE CITY

The *GTA3* leagues have finally been retired, to make way for a couple of brand spanking new *Vice City* challenges. Get practising, and get those tapes in. We want to see how good you really are...

THE PCJ PLAYGROUND CHALLENGE

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see Issue 31's DVD for more details). Now, you've got two minutes to complete this tough 24-checkpoint course. No cheats now – this is a pure test of your bike skills. You can complete the course in any order you like, and the fastest times make it into the league. What are you waiting for? Send us your ENTIRE runs on VHS and be famous and loved via our DVD.

FASTEST TIME

00'52"00	Paul Fitzpatrick
00'55"00	Simon Miljeteig
00'56"00	Steve Moran
00'57"00	Simon Douel
00'57"00	Lee Walker

THE CROSS-TOWN TRAFFIC CHALLENGE

Back by popular demand, the Cross-Town Traffic Challenge makes a very welcome return to the Dojo, this time taking in the sights of Vice City. As before, you can use any vehicle and any cheats – as long as you don't use aircraft or the flying cars cheat.

Beginning at the Hyman Condo in the Downtown district, you must make your way to the Lighthouse in Ocean Beach. Drive right up to it, and hop off, or out of, the vehicle to finish. Go on, show us what you can do – and don't forget, we want to see your *whole* run, not just edited highlights, so get taping.

FASTEST TIME

01'11"00	Simon Sherwood
01'12"00	Norman Morrison
01'31"00	Martin Burke
01'31"00	Marley Rudland
01'32"00	Simon Millard
01'34"00	Paul McBride
01'35"00	Andy Martin

SSX TRICKY

All quiet on the slopes this month, but we reckon there's plenty of life left in this golden oldie yet. Stat up your boarder however you like, then leap suicidally off any of the mountains below. Banzai!

TOP SCORES

Snowdream

1,813,890	Alex Sandison
1,701,450	Alex Sandison
1,557,780	Jonathan Minott

Elysium Alps

2,730,740	Austin O'Toole
2,629,495	Sam Payne
2,591,760	Jeff Bell

Merqury City

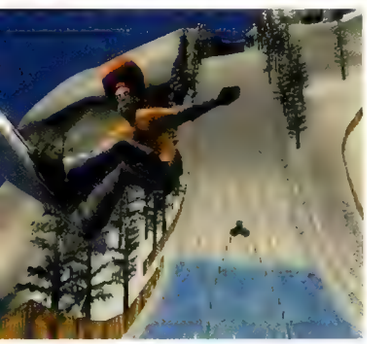
2,828,640	Alex Sandison
2,594,165	Austin O'Toole
2,265,770	Sam Payne

Mesablanca

1,500,890	Alex Sandison
1,435,645	Austin O'Toole
1,059,970	Lee Walker

Tokyo Megaplex

31,714,410	Lee Walker
2,409,945	Alex Sandison
2,198,630	Austin O'Toole



Pipedream

2,531,230	Austin O'Toole
2,325,820	John Norman
2,312,200	Anthony Portch

Garibaldi

2,133,850	Alex Sandison
1,983,820	Austin O'Toole
1,947,200	Chris Abnett

Alaska

2,123,410	Alex Sandison
2,075,255	Amanda Offord
1,837,801	Jeff Bell

TOP TIMES

Snowdream

1'47"93	Austin O'Toole
2'05"10	Frederick Astier
2'06"55	Alex Duffy

Elysium Alps

3'26"16	Austin O'Toole
3'28"38	Simon Baggott
3'30"14	Frederick Astier

Merqury City

2'31"26	Austin O'Toole
3'28"76	Gareth Russell
3'29"43	Carl Musgrove

Mesablanca

2'13"58	Austin O'Toole
2'16"74	Lee Walker
2'29"54	Andy Lyle

Tokyo Megaplex

2'26"44	Austin O'Toole
3'15"13	Dean Edwards
3'21"68	Damian Lobbet

Aloha Ice Jam

1'32"99	Austin O'Toole
1'37"64	Alex Duffy
1'40"75	Carl Musgrove

Garibaldi

2'38"54	Austin O'Toole
2'39"54	Carl Musgrove
2'40"43	Gareth Russell

Alaska

4'06"23	Andrew Stone
4'14"21	Austin O'Toole
4'23"56	Frederick Astier

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy

DEAD OR ALIVE 2

DOA2's much more than just realistically jiggling lady bumps. Get stuck into our challenges to see if your skills are up to the task.

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
49 Wins	Christopher Foy

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'13"30	Jamie Bryson
1'14"72	Jan M de Vlas

METAL GEAR SOLID 2 SUBSTANCE

It's only been out for a couple of months, but we've already had a bundle of entries for the Snake VR missions from our keenest...

SNEAK LV.5

00'10"80	Chris Hill
00'11"90	Mike Hunt
01'57"10	Alastair Berger

ELEMINATE ALL LV.5

00'22"54	Chris Hill
00'59"05	Adam Justice
01'42"86	Julian Leggett

WEAPON: ASSAULT LV.5

53828	Lee Walker
43759	Chris Hill
32328	Adam Justice

WEAPON: NIKITA LV.5

00'31"95	Adam Justice
00'35"22	Mike Hunt
00'38"96	Chris Hill

FPS MODE LV.1

27480	Adam Justice
25125	Mike Hunt
21955	Chris Hill

FPS MODE LV.2

00'20"62	Chris Hill
02'53"68	Douglas Goldsmith
02'55"75	Sam Hall

FPS MODE LV.3

55944	Mike Hunt
28837	Chris Hill
10012	Jonathan Stannard

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

HITMAN 2 SILENT ASSASSIN

Nothing less than Silent Assassin ranking will do to join this hallowed league. No alerts, no popping civilians – stealth-meisters only need apply.

ANATHEMA

2'45"	Will Meredith
3'06"	Gavin McIntyre
3'46"	Steve Moran
3'53	Liam Donworth
3'55"	Ibraheem Gedal

ST PETERSBURG STAKEOUT

4'47"	Steve Moran
4'49"	Will Meredith
5'06"	Matthew Carr
5'36"	Jamie Bryson
5'39"	Ricky McLaughlin

KIROV PARK MEETING

2'20"	Will Meredith
3'09"	Steve Moran
3'12	Liam Donworth
3'12"	Jack Franklin
3'42"	Darren Gabriel

INVITATION TO A PARTY

2'17"	Will Meredith
2'40"	Steve Moran
2'45"	Gavin McIntyre
2'46"	Matthew Carr
2'47	Liam Donworth
2'55"	Osman Bolukbasi

TRACKING HAYAMOTO

4'10"	Steve Moran
4'11"	Gavin McIntyre
5'43"	Will Meredith
5'49"	Matthew Carr
5'50"	Darren Gabriel

PRO DOJO ENTRY FORM

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑ (Now put me on your DVD!)**

I've got the following scores...

Game Score

Name
Age .....
Address

ENTER THE MATRIX

PART 2 FREE YOUR MIND

Get yourself a nice cup of tea – it's PSM2's guide to all of the hidden extras that lurk in the Matrix's programming. Plus we've part two of our walkthrough – a full Ghost guide. What are you waiting for?

ENTER MATRIX

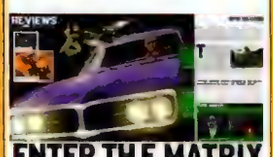
AIM OF THE GAME

"The Matrix is a world of rules – but like the rules of a computer game, they can be bent – and some of them can be broken." Well, hang on, it's *exactly* like a computer game then, isn't it? The hacking section's the back door to the game – letting you access production art and FMVs, or drop weapons and other kit into the game itself. There's no way to fly, resurrect people Jesus-style, or use Jedi mind tricks – but hey, you can't have everything.

OPERATOR...

Get comfy. Get a USB keyboard if you possibly can. The hacking takes a while, and tippety-tapping every single command in on a joypad's a soul-destroying exercise. Remember – once you've typed a .exe command in, it appears on the left so you don't have to do it again. And if you type a command like VIEW, you can automatically click on any file it applies to. All clear? Then press any key to go down the rabbit hole...

WHAT WE SAID...



ENTER THE MATRIX

PSM2 ISSUE #37 May 2003

"Yet another licence that fails to deliver in the same way as its celluloid conterpart but a tasty adventure nonetheless."

WHAT WE SAY NOW

Ignore the flaws and immerse yourself in a quest to become the master (or mistress) of stylised violence. You can't beat the film, but it's a tasty adventure

81

HACKING GUIDE

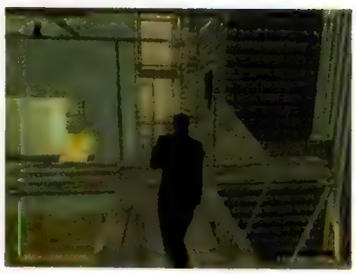
From the start, type HELP DIR to list the directories available. From there, you can see the directories currently available. Try clicking on one of them to bring up the commands available in each. Here's what they contain:

A:\SYSTEM

REBOOT.EXE – Reboots the system. Only use this if you want to restart hacking.
HELP.EXE – List description of files, eg, HELP DIR.
CLS.EXE – Clear screen.
LOGIN.EXE – Used for going into Drive B:\
EXIT.EXE – Exit. Numbnuts...
READ.EXE – Reads a .TXT file, eg, READ A:\TEXT\NOTE2.TXT.
ECHO.EXE – prints out a line.

A:\TOOLS

VIBRATION.EXE – Vibration test.
BEEP.EXE – Lets you compose little songs.
CHEAT.EXE – To enter Cheats, eg, CHEAT 13D2C77F.



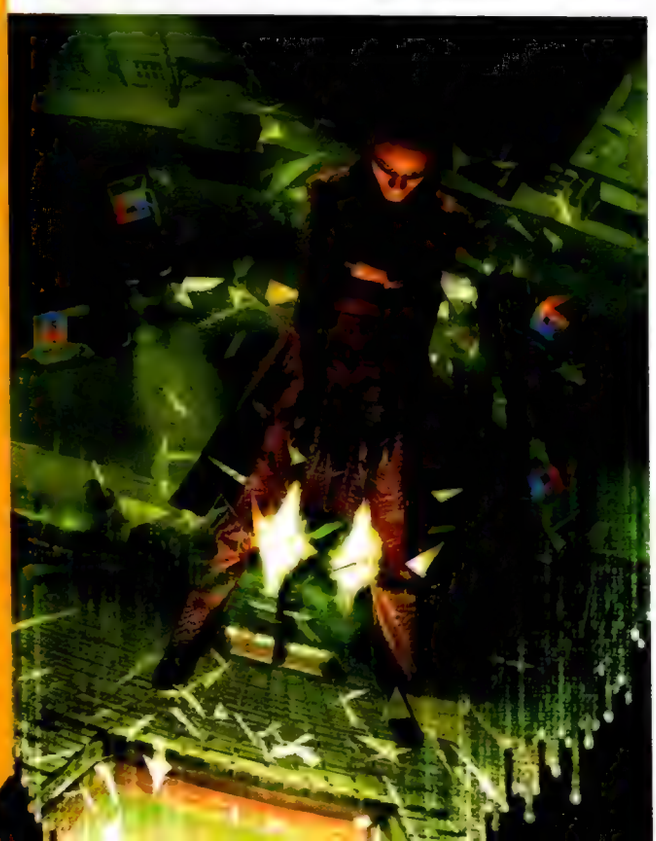
HIT AND SMITH: Drop yourself off a nice cache of weapons and take it to the Agents.

Here are all the cheats, in case you missed them last issue.

0034AFFF – All Weapons Are Unlocked.
1DDF2556 – Infinite Ammo.
69E5D9E4 – Infinite Focus.
7F4DF451 – Infinite Health
13D2C77F – Unlock The Bonus Test Level.
FFFFFFF1 – Invisibility.
D5C55D1E – Unlocks the Multiplayer Fighting.
7867F443 – Unlocks Faster Logos flight speed.

SLOW BOATING: Using Focus seems to make cops miss more often, for some reason.

VAN ABOUT TOWN: You can even unlock yourself a taxi for the driving bits.



A:\TEXT

NOTE2.TXT – Contains the password for B:\TOOLS\VIRTUAL.EXE
MANUAL1.TXT – Information on the OHS-T1 Personal Computer.
MANUAL2.TXT – More info on the computer security.
PASSWORD.TXT – We'll get to this one in a minute.

The first thing you need to do is open drive B: so that you can view all of the image and movie files that are listed below

Type 'LOGIN' to execute LOGIN.EXE.
Enter Password: GUEST.
Or, alternatively, log in as as "FREEMIND" to hear a message from Morpheus.

You'll now be granted access to Drive B:\ which mostly contains the items you unlock as you play the game.

B:\ID and GUNS can be viewed using VIEW.EXE .
B:\FMV can be viewed using PLAY.EXE.
B:\MAPS – list of maps.
B:\CARS – list of car images.

For B:\TOOLS, you need a five-digit code that's binary encrypted. Not as complicated as it sounds...

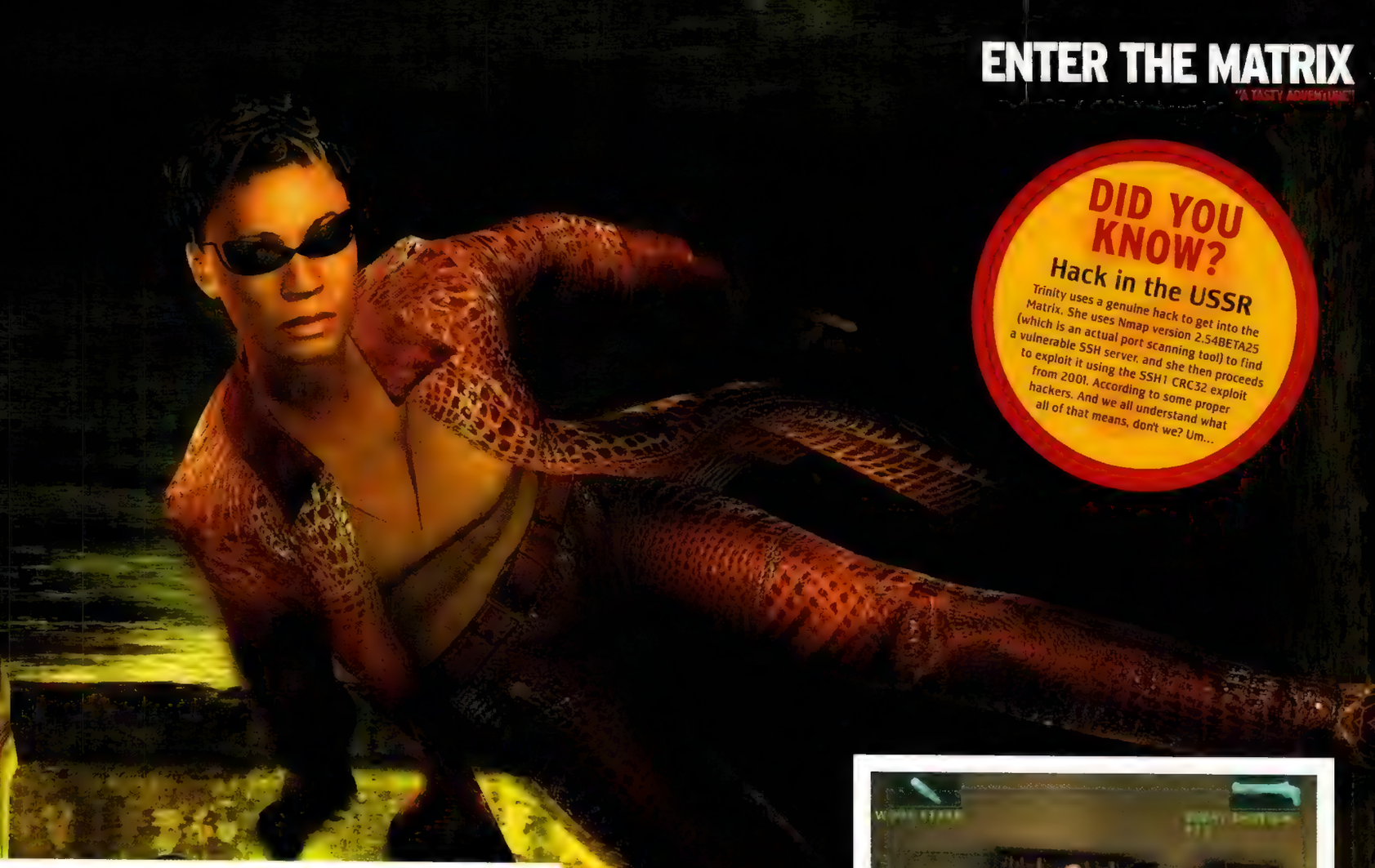
This number is actually random. First type in 00000 and it'll tell you how many numbers are correct, and how many of them are in the correct places. If three are correct, you know there are three 0's – so just experiment with the placing of two 1's within the sequence. It's like Mastermind, only easier.

B:\TOOLS

VIEW.EXE – to view image files , eg, VIEW B:\GUNS\380.IMG.
VIRTUAL.EXE – to access your virtual drive.
TRACEKILL.EXE – comes in handy later on.
DECODE.EXE – used later.
DROP.EXE
DROP forces a weapon drop inside the Matrix. Try DROP B1AXXF2 and you'll get the message "Dropping Weapon cache..." See B:\MAPS\B1PO.IMG for location. Use the VIEW code to find the location of the cache. These are the codes for all the weapon drops:
SEWERS: JXTRR10

ENTER THE MATRIX

"A TASTY ADVENTURE!"



DID YOU KNOW?

Hack in the USSR

Trinity uses a genuine hack to get into the Matrix. She uses Nmap version 2.54BETA25 (which is an actual port scanning tool) to find a vulnerable SSH server, and she then proceeds to exploit it using the SSH1 CRC32 exploit from 2001. According to some proper hackers. And we all understand what all of that means, don't we? Um...

AIRPORTGHOST: PNSRZ10
AIRPORTNIOBE: RKHMS10
CHATEAUNIOBE: JDZMT10
CHATEAUGHOST: ZKHBD10
SKYSCRAPER: RHFTQ10
CHINATOWN: ZSZQH10
POWERPLANT: JDHQL10
POSTOFFICE: B1AXXF2

Use READ A:\TEXT\NOTE2.TXT to get the password:'FROZENFISH'.

Now, open VIRTUAL.EXE using the password 'FROZENFISH' and you'll be given a puzzle to solve – assemble all the RED pieces.

If you get a blue picture, type TRACEKILL quickly or your computer gets rebooted. Erk.

After entering the correct solution, you'll be granted access to the virtual drive.

V:\ TOOLS

ROOTSEARCH.EXE – executing this will grant you an ADMIN password – use this now to get the password THISISNOTREAL. DIAL.EXE to connect to a particular number.

V:\ROOT

MAIL.EXE – To read your mail, you'll be asked for the above admin password.
If you actually read your mail, you'll be given the following phone numbers:
001 – 949 – 555 – 0112
Does not connect.
001 – 714 – 555 – 0187
Does not connect.
001 – 213 – 555 – 0142
For a message from Morpheus.
001 – 310 – 555 – 0111
For a message from Trinity.

Dial Trinity, and you'll the given the code '942'. Use this number to execute PORTKEY.EXE – by typing in 'PORTKEY 942'.

This gives you a chance to chat to Trinity – just type anything you like when she asks you questions. You'll then have CRACK.EXE downloaded to your V:\ROOT directory.
Execute the file by typing 'CRACK 8RAM'.

You'll then be given a random code to use.
At this point, you can then access your RAM drive.

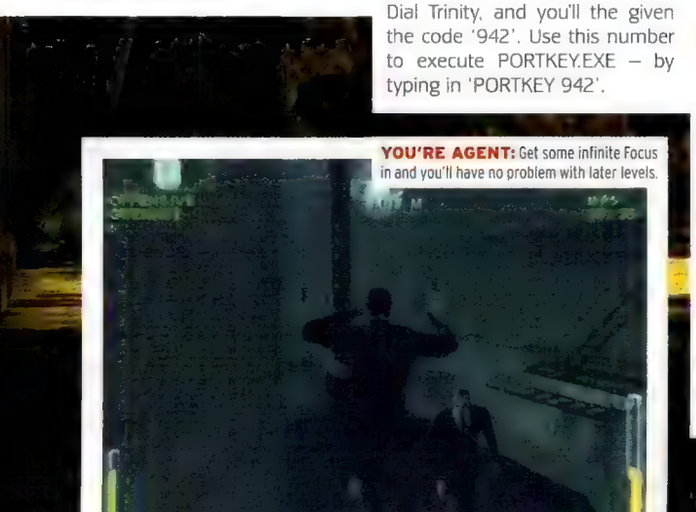
RAM:\ TRINITY

TRAINING.EXE – Used to execute the .DSK in RAM:\PROG
HANDSHAKE.EXE – Execute to connect to Sparks.
READBIO – To read the .bio in RAM:\BIO.

RAM:\ PROG

SWORD.DSK

If you want to indulge in some sword play in the game, you should type TRAINING. Then you'll be given an example TRAINING RAM:\PROG\SWORD.DSK. Type that in there, and your character can now use the sword for any disarm moves and barehanded throws. You can turn off the sword by resetting the game. This is only available if you load 'hacking' with a completed game save.



YOU'RE AGENT: Get some infinite Focus in and you'll have no problem with later levels.

VAMP SITE: Get yourself into the two-player dojo and give Vlad's boys a beating.

RAM:\ BIO

This directory contains the character bio of the characters in .bio format.

Type in 'HANDSHAKE' to connect to Sparks and the Logos.

LOGOS:\SPARK
EMP.EX

LOGOS:\ ART

This contains loads of image files.

To finish off the hacking, type in 'EMP.EXE'. You'll hear a message from Neo, and you'll be given the multiplayer mode.

SPARK'S TRAINING CONSTRUCT

At the beginning, only one red door can be opened. Go in there and over to the far wall which has two buttons, where only one is accessible at this point.
Pressing the button will start the first minigame.

MINI-GAMES OBJECTIVES:

1) Prevent enemies from approaching. The weapons respawn here: make sure you use the M-16.
2) Shoot the platform so the enemy falls before he reaches either side. Unlocked by getting a score of over 20 in minigame 1.
3) Eliminate 21 enemies before you die. Unlocked by getting a score over 20 in minigame 1.
4) Punch/kick/throw the enemies off the platform. Unlocked by eliminating 21 enemies in minigame 3.

Finally, don't bother looking at the two websites that are hinted at by the game, because we already have. www.danielinstitute.com just takes you straight to the *Enter The Matrix* website, and www.omegahardwaresolutions.com gives you the stern warning: BUSINESS TERMINATED.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

GHOST WALKTHROUGH

Last month we brought you a complete walkthrough for Niobe. Now here's the masculine version, taking Ghost right through the game, leaving no agent unkicked.

1 THE POST OFFICE

1.1 CLOSING TIME

After the token resistance in the lobby, head through the open door and onwards through the offices. A couple of flights of stairs mark the end of this effortless subchapter – don't fret, it gets more interesting later.

1.2 EPICENTRE

A smattering of security guards bar the way across this large, disorientating sorting room. Just gradually work your way to the other side, and look for two guards by a door.

1.3 UNEXPECTED ARRIVAL

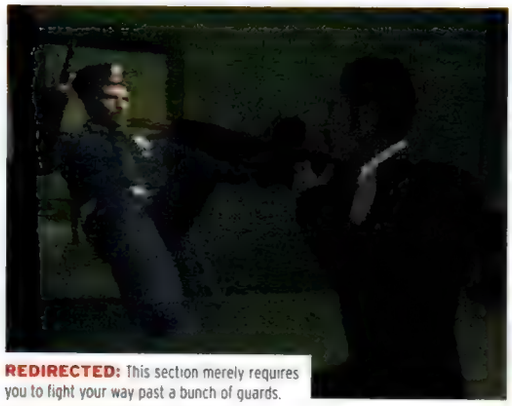
Two cops await as soon as you leave the elevator, but there's also an SMG 9mm on the closest table, so it's not all bad. As soon as you reach the corner, a guy will drive a forklift truck straight towards you, with some cops behind laying down covering fire, so take cover yourself. Don't hang around, either, since the forklift explodes when it hits the wall, setting the sprinklers off.

There's a handful of SMG-armed coppers in this section, so disarm them as quickly as you can. At the first corner is more health, but it's unlikely that you'll need it. Beyond here, more cops are hiding behind crates, waiting to be picked off. Keep going until you trigger another cutscene where you climb up to avoid getting gassed.

Run to your left and follow the wall until you get to a fence – climb along it to the left until you get to a second platform. Three cops in gas masks will have appeared, and can shoot the ventilation duct out from under your feet if you don't kill them quick enough. Don't worry, you can just retrace your steps and keep running along until you get to a roof with a skylight in it – drop through.

1.4 REDIRECTED

Run through the shelving into the open area, where a load of cops fire at you from behind a fence. Use your Focus to glide past, dodging their sluggish bullets, until you get around the corner. Either climb the fence or jump kick through the glass to the right – your call. Security guards hover behind the stacks of crates, but are no match for you. Duck through the gate, and keep running through the offices until you get to the control panel, where you need to push the big red button. The door that ends the subchapter is just beyond the end of this room.



REDIRECTED: This section merely requires you to fight your way past a bunch of guards.

GET TO THE HARD LINE: Keep your finger on ⊗ and keep blasting away at the cops.

1.5 BACKTRACKING

Just like the title says, all you need to do is get down the stairs and through the large sorting room again, this time with marginally stiffer opposition. The door you're looking for is just by the bottom of the steel staircase.

1.6 GOT IT!

You'll be in the lobby, so head back to the elevator (now all powered up), and up to the second floor, killing innocent people merrily as you go. The package is in the corner, just past a health pick-up, and getting to it triggers a cutscene. Use your Focus to clear the room of cops, and avoid the tear gas whenever possible. Be warned, your health doesn't regenerate in here. Offing all the cops opens the lift up, and you can ride back down to the lobby. Try to open the front doors, and – whoops – the whole building gets locked down, and the lobby floods with some cops who have, for a change, some serious hardware at their disposal. They can whittle your health down surprisingly quickly, so don't mess about here, just kill them as quickly as possible. Go to the back of the lobby and back up those flights of stairs to end the subchapter.

1.7 BIG DISTRACTIONS

Time to work through the sorting room yet again, only this time it's largely on fire. In fact, the strewn wreckage makes it easier to navigate, as there's only ever one clear way forward, and you've just picked up a veritable arsenal of toys with which to despatch the opposition.

1.8 BREAKOUT!

The cops spawn indefinitely if you hang around, but don't worry unduly, as you've got enough health and Focus to pretty much ignore them anyway, reducing what could be a very tricky mission to a 30-second stroll. All you have to do is run back through the control room into the main office area, via the small supply room. The door out is on the left and happily close by, so just run straight for it, ignoring the gunfire.

2 CITY DRIVING

2.1 GET TO THE HARD LINE

On the plus side, you can't run out of ammo. On the minus side, you can't Focus. You'll be pursued by a number of police cars, but they aren't very durable and the poor chaps inside will be deep fried after a short, sustained burst of fire. Niobe deals with the driving side, so just keep an eye out and let her get on with it – it's a (typically) short chapter.

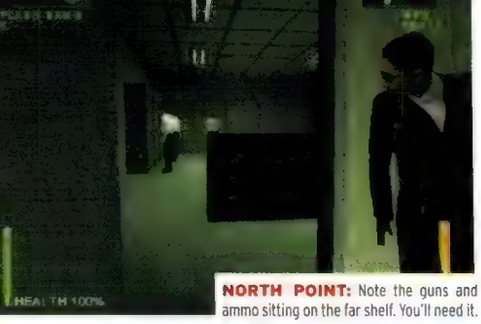
3 CITY ROOFTOPS

3.1 ANSWER THE PHONE

It starts off simply enough (assuming you realise you need to super jump over the gaps). Climb a couple of ladders and open the door leading to the phone. Sadly, there's an Agent standing behind it. From this point on – you RUN. There's no way of killing him, and he just keeps shooting you. The route doesn't really split at any point, although you will crash through a couple of roofs, and some police try to hold you up. If you run past them you'll save time, but not killing them means that

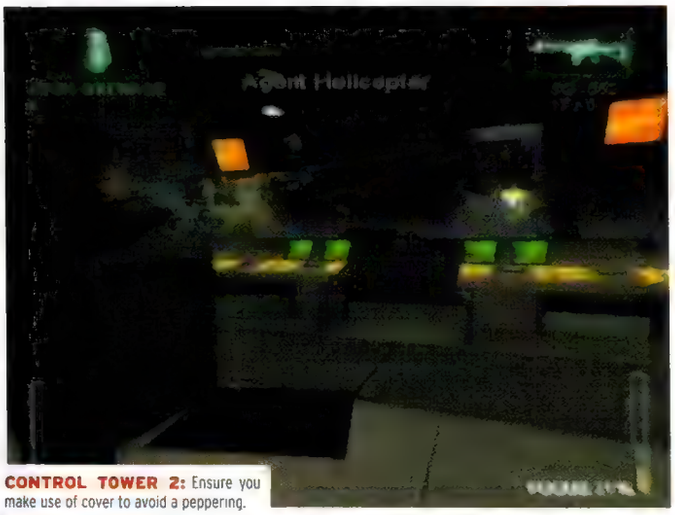
GOT IT! Be wary of the tear gas that the police fire once you've picked up the package.

BREAKOUT: Only stand and fight if your bloodlust isn't satisfied. Otherwise, just leg it.

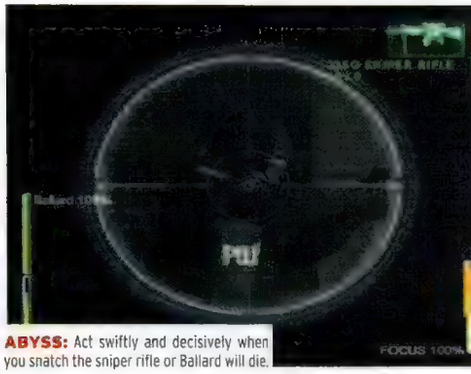


NORTH POINT: Note the guns and ammo sitting on the far shelf. You'll need it.

CONCOURSE: That'll teach him not to pee on the toilet seat. The washrooms contain SWAT.

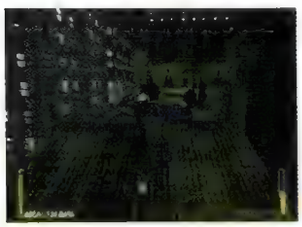


CONTROL TOWER 2: Ensure you make use of cover to avoid a peppering.



ABYSS: Act swiftly and decisively when you snatch the sniper rifle or Ballard will die.

the Agent can transport into their bodies and keep up with you quicker. Be prepared for lots of super jumps over gaps, because falling down one will kill you, and you'll have to start again. Inside one building, just after two cops and around the corner from a large stone staircase, there's a health kit, which you may very well need.



4 THE AIRPORT
4.1 CONCOURSE

It's going to be tricky smuggling your gun through the metal detector – but Neo never panicked, so why should you? Either run around the side or trigger the alarm, it doesn't really matter, and move into the main concourse area, eliminating security with graceful ease. At the other end is a guard who, upon seeing you, will simply say, "Oh shit!" and run back into a corridor. A gate will start to shut, but if you get to him before it does, you can waste him for some flashbangs, which you will need later. The way onward is the corridor just before that one, which leads through the loos. Several SWAT guys will run into here, so eliminate them, and don't forget to pick up the MP5 sitting on the bin before leaving. Run into the second washroom, and kill the second gang of SWAT, then clean out the second concourse area of SWAT with all that MP5 ammo you've been picking up, and the end of the subchapter is just along the next corridor.

4.2 NORTH POINT

The first room you reach is full of nervous, panicky security guards. Listen to their whining, then run in and give them something to really whine about. They will run for the gun rack, so it's in your interest to drop them first. Pick up the crate of stun grenades and use one to blow out the window around the corner, then jump through and kill the guards in the next concourse. Keep on runnin' through, wasting the SWAT as you go (including a couple who eagerly jump through a window to get to you), and the save point is just around the corner

4.3 NORTH POINT 2

This can be insanely hard the first few times you try it, so here's the secret – the helicopter will make a first pass to fire at you, so (obviously) take cover. On his second pass you can fire back with impunity. Lastly he will drop in a squad of SWAT through the roof. Save your Focus for these fellows, since your health won't regenerate in here, and they can whittle it down frighteningly quickly with those accursed MP5s. Diving forward or back makes you a smaller target, and cartwheeling would work too, if it wasn't so stupidly hard to execute. You could try grenading them, if you're confident about your timing. Repeat until one of you is dead. Hopefully him.

More SWAT will appear around the corner, but your health will have regenerated by now. Move forward using your MP5 ammo on them, clear out that glass-enclosed storage room, and head up the stairs.

4.4 MONORAIL

Very simple run 'n' shoot principle here – a gate will open for you, and you just... well... run and shoot.

4.5 REVOLVING RESTAURANT

Once you've shot everyone here in the face, it's just a matter of waiting until the piano lines up with the ladder. You can even stand on the piano and use it as a vantage point to snipe people, if you like.

4.6 TERMINAL

A nice big open space with some pillars for cover, for starters. Get to the ground floor (first floor, if you're a Yank), and eventually a way will open up for you. Follow the arrow to the gate and open it, listening to the gruff yet kindly sergeant dress down his troops if the whim takes you. Essentially you have to work your way along this concourse, up the escalators, and back along it again, shooting everything that moves. Some of them have shotguns to steal, too.

4.7 CONTROL TOWER

A sniping section, for a change – you'll notice that none of your mates have health bars, so they can't actually die. Bonus. Get into position and headshot the two SWAT on the stairs, and the two on the roof, if they haven't been taken care of already. When you get the prompt, run down the stairs and clear them out (don't forget to change weapons) and then run back up again.

4.8 CONTROL TOWER 2

Watch the plane as it starts to taxi, then when you regain control, zoom in to your left to find it. You have to aim ahead of the tyre, so keep steady, use your Focus, and remember you can always try again if you screw up. The Agent Helicopter is, fortunately, much less of a nightmare than the SWAT one from before – here's what you do. Get behind the closest pillar and peer around to the front of the room, with heavy machine gun equipped. When the 'copter flies into view, Focus up and blast away. You'll take damage, but it will take more. When it flies off, face right, take cover again, and repeat. You'll get badly stung, but you will trigger the end of the subchapter when it wipes itself out by flying into the control tower.

5 THE AQUEDUCT
5.1 RETRIEVING AXEL

The first half of this driving section is a royal pain in the arse, because a single error spells failure. Hit a pillar? Start all over again. Hit a crate? Start all over again. Swerve a little too much when you land after a jump? Start again. Stay on the straight and narrow until Sparks tells you that Axel has jumped out of the plane, and you'll get some police company. You can relax for a moment, as the time restriction is lifted, and the route is usually pretty straightforward. The last section has you chasing a car full of Agents, and again dawdling too much will fail the mission, so try not to ram too many objects.

6 THE SEWERS
6.1 ABYSS

You'll have just reached the top of your third ladder before anything actually happens – protecting Ballard. There's one guy on your side to kill, steal his sniper rifle and shoot his friend on the other side, nice and easy, then there's another ladder to climb. Make sure you snipe the cops as early as possible, they can kill Ballard in a couple of shots. There are three of them in a line – they are hard to spot, so use your Focus and make sure you get them. Follow the gangways across, picking up their ammo, then down the ladder in the central column to end the subchapter.

6.2 ABYSS 2

First things first, take out shotgun boy. If you are quick you can grab him before he even turns to face you. Move around the perimeter of the column you're on, to snipe two more cops. If you face the column where you first start from and back away, there's a sniper standing directly up from you, too. If you want, you can climb the ladder up, along, then down again to pick up some ammo, then back to the initial column, and down the stairs and then the long ladder. There's some health here if needed. The phone will start ringing as soon as you've killed all the cops, and the phone is back on the very first walkway. Answering it prompts a cutscene.

Run to the ventilation fan on the right, and grenade it using Ⓐ. You need to hold it down, then let go to throw. Remember, you're going for the fan itself, not the fenced off door underneath. Simply running through here and into the alcove on the right finishes the subchapter.

6.3 PUMPED

Follow the arrow until you get to a series of large rooms, and kill the cops inside, leaving a trail of destruction until you reach a turning on the left. If you get your back to the wall, you can peer around and kill a shotgun copper without any trouble.

ABYSS 2: Use a grenade to blast a path past the ventilation fan. Stand well back.

There's another just inside, and a third on the upper level, just asking to be sniped. To get to his ammo, and indeed to progress, climb the ladder that's tucked away in the corner, and make your way past those generators.

There will be a cop around a corner to the left, and another distantly to the right. The left-hand fella will blow himself up. Unfortunately, in doing so he ruptures a steam pipe, blocking the way for you. Directly behind you is a ladder, so follow where it leads. Follow the cops, killing merrily as you go, and you should spot a doorway that's being guarded by two SWATs, so head through. Drop down the hole, only to be told you need to find a way to the upper levels.

Bear left, until you hear a SWAT reporting in, then proceed with caution. You need to jump up to the right, kill the cops beyond, and follow the only route forward – you'll end up on the other side of the fence that blocked you off just before. The room beyond is large, with half a dozen enemies, but, thankfully, plenty of places to take cover. Once cleared, there's a large machine on the far wall, with an obvious button to push. Pushing it not only cuts off some damaging steam, but conjures forth three more policemen with big guns. Kill 'em and find a ladder with a shaft of light coming down it – the end of the subchapter is just beyond.

6.4 ICE AND CORRUPT

Your task here is to keep not one, but two other rebels alive, Ice and Corrupt. It

shouldn't be too hard – the first two SWATs you see have their backs to you, and Ice and Corrupt take care of the rest, pretty much. You need to clamber up some pipes to try to get to the upper level, but a hidden grenade will explode, knocking you back down, and spawning a whole heap of extra cops. Find the ladder up when you're ready. This room is a bit tricky, just because the cops keep spawning and you need to place demo charges on the three anchors around the wildly oscillating shaft, ideally before either of your friends get shot to death. The resulting explosion opens up an air shaft, so jump on in.

6.5 WATERWAY

The way on is extremely linear, and the only problem you might face is with the spiral staircase – attempt too complex a combo on the enemies who inexplicably appear behind you, and you may easily tumble to your doom. When you finally get to a bridge, the game will tell you that you need a flashlight that's down in the sewer. There's a ladder for you to slide down, and the light is easy to find, but as soon as you pick it up, a grenade will get dropped down nearby, quickly followed by three cops.

After dealing with them, get back up the ladder, equip a weapon (thereby activating your flashlight) and continue on. You'll prompt another set-piece – a SWAT team is planning an ambush on your mate Wurm, so sneak along the tunnel to the right, without getting too close, and kill them from behind. After clearing them out (don't forget the two pursuing Wurm behind the grate), go right to the other end of the sewer, where a load of agents stand in wait. Going in all guns blazing is really not recommended here, so pick them off one by one, and don't be afraid to retreat when low on health. Once they're all dead, a large SWAT team will storm down the sewers towards you. Take cover,

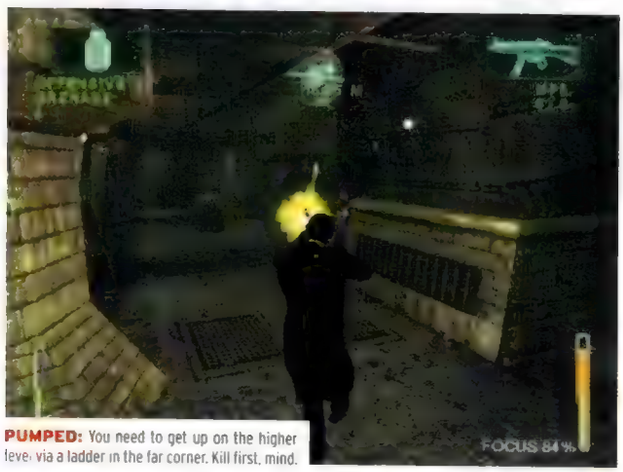
then Focus and dive out, Mac 11's blazing. There are two more sentries, then a tunnel leading downwards.

Advance to the creaky plank bridge and look down and to your left. Four SWAT team members look hungry for a grenade down there. Amusingly, not even their corpses will remain, but the health pack will be fine. Do a super jump over the gap in the planks and that's another subchapter done and dusted.

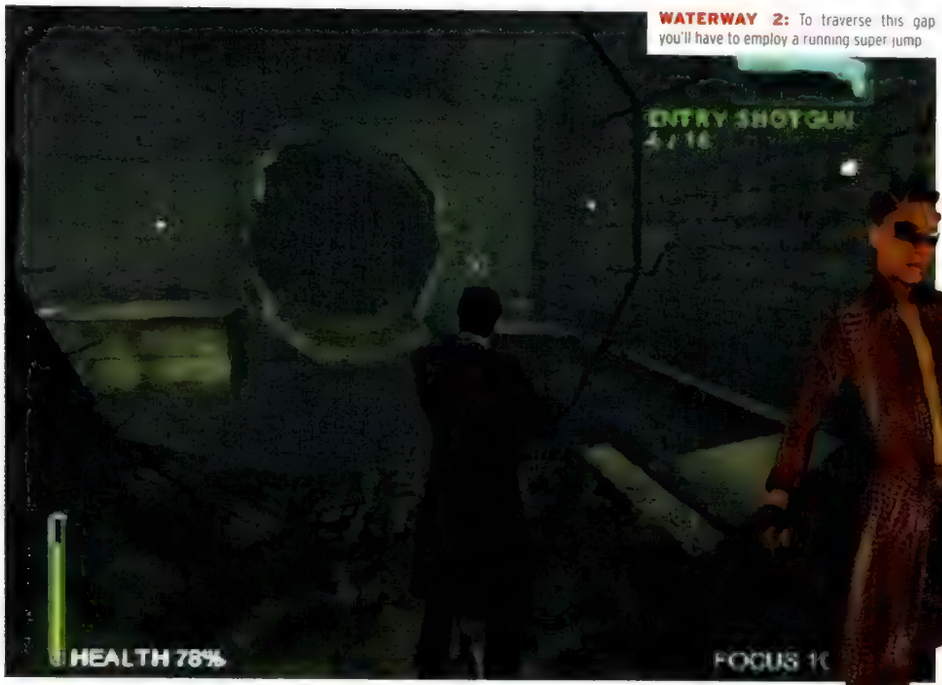
6.6 WATERWAY 2

Turn back on yourself if you want to get the free health pack, or just keep going and eliminate the tightly packed group of SWATs a little way along the sewer. There's another health pack by one of the locked doors on the left, and the last door on the left is unlocked. So go through. It gets a bit quiet, but then the tunnel opens out on to a larger area.

Clear the upper level out, then slide down the ladder and take out the SWATs here too. There's another plank to cross, but watch out for the copper hiding in the tunnel on the left. Jump up and follow the tunnel through, blowing another three SWATs away. Super jump across the gap,



PUMPED: You need to get up on the higher level via a ladder in the far corner. Kill first, mind.



WATERWAY 2: To traverse this gap you'll have to employ a running super jump

or shuffle along the narrow ledge if you're feeling brave, or have already killed the sniper opposite. Make a couple of tricky jumps to the broken pipes that are below you, and there's some health as a reward. You can then drop through one of the cracked sections to get to the next sequence of corridors.

A ladder leads up to a narrow walkway, but watch out for an ambush from behind as you cross it. It's just a little further, now, into a room with two guards standing behind mesh doors. Fall down the hole in the middle to finish the subchapter.

6.7 BREATHING ROOM

This first area looks more complicated than it actually is. Just bear right and try to get through the doorway: an explosion will repel you, and that's when the gunfire starts – from all around you. Get to a decent place of cover, and take them all on. It's easy to get disorientated here, just keep your eyes open for a small room with a hole in the floor you can drop through.

Carry on going until the sewer opens out again, into a familiar looking stretch. Be warned – one of the first things the SWAT in here do is lob a load of grenades your way, so either charge straight past them, or take cover. Once everyone in here is toast, head up the stairs in the middle. You'll find yourself in a long, wide passageway consisting of interconnected walkways, with quite a drop below you. Move along, methodically clearing out the token opposition, until you reach the end, where two SWAT guys will roll in from the sides in an attempted ambush. Teach them the error of their ways, then move onward through the narrow tunnel on the right-hand side, which just connects you to

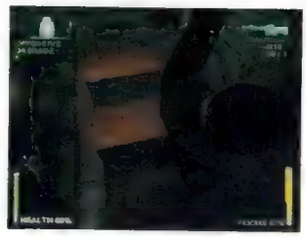
another similar passageway. This time, there are two SWAT guys taking cover behind columns, and a gap in the floor you have to jump over.

The next area has a sunken section containing the first bunch of baddies (and a health pack), so deal with them then exit through the door opposite the way you came in. You'll end up on a walkway raised above on end of a room containing three SWAT, so snipe them and jump down, pick up their ammo, and down into the hole.

6.8 MALACHI AND BANE

It's a fairly simple matter to work your way to the other side of this area, pausing only to pinpoint the positions of snipers and return fire. You should see a broken

GREAT HALL: Pick up the wooden chair leg - it's the only way to kill the vamps.



section of fence with a wire stretched out above it at one point, so move down it hand over hand. You'll see two SWAT casually wandering along beside you at one point, but don't panic. Just keep going, you'll drop automatically, and can immediately engage them in combat. There's a ladder down at the end of this section, but watch out for the sniper way off to the left.

On this lower floor, snipe the two SWAT team guys in the corners of the level, opposite the end you came down in, then take another ladder down (the central one, not the two close together). From down here you can leap up to the lip of a sewer pipe and run in. Follow the passageway through into the next open area. The guys in here are a bit nimble to snipe, even when you're Focussed, so you might want to consider wading right in. This section of sewer is fairly open, with regular cover along the walls, and it shouldn't be a challenge to clear it of SWAT presence. Simply run through the last pipe, and finish the subchapter.

6.9 MALACHI AND BANE 2

The best thing to do is to find the nearest ladder and get up it – kill the SWAT guy on top of it, and use his position to identify and eliminate other SWAT snipers shooting at Malachi. Ballard will also pop up, and you'll have to protect him too. Get to know where the SWAT like to hide along the bridge, keep your eyes open, and you'll be fine. Until the Agent comes along, anyway. Lucky Niobe's there to save your ass. Not to mention the Keymaker. Ooh look, another movie clip.

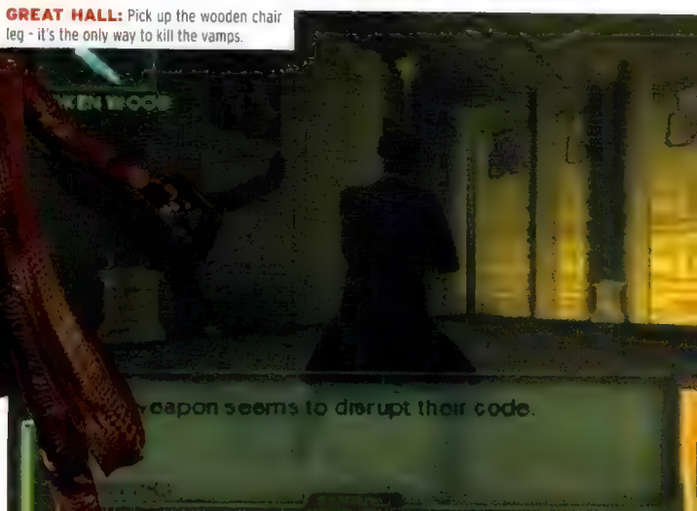
7 THE CHATEAU

7.1 GREAT HALL

Run through the open doorway, and follow the piano music into the large hall. The artistic, sensitive soul playing is in fact a bloodthirsty vampire, so stake him with your improvised chairleg. A second will run in, and while they are tougher than the usual adversaries thus far, they're still easily disposed of. Running to the next door ends this section.

7.2 WEST WING

Run straight into the kitchen, kill the two vamps (one of them has a shotgun to nick), and onwards through the store rooms. A lone vamp later, you're in the snooker room with three more bloodsuckers, one of whom has a UMP.



Remember, ⓑ is disarm. Leaving the room ends this short section.

7.3 ATRIUM

Go through the door on your right, and you'll end up in a large room full of glass. There's a vamp and a mate to take care of, after which run straight across into a library area, kill one last vamp, and leave via the secret door (a bookcase).

7.4 SECRET PASSAGE

Just run forwards and you'll fall through the floor – fear not, the slats on the wall provide a makeshift ladder, and you can climb to the higher level. A vamp will burst in and attack, so after killing him leave through the door he created. You'll end up in the attic, which will be set on fire. It's useful to throw the vamps that attack into the flames to weaken them, but don't go mad with the combos, because you may advance into the fire yourself. Once you've killed everything, run through the window.

7.5 SECRET PASSAGE 2

Jump along the balconies then back inside, into display rooms, slaying as you go. You'll end up running into a courtyard, and a cutscene shows your vampiric pursuers flattened by falling lumps of masonry.

7.6 MEROVINGIAN'S OFFICE

Run into the small library room and kill the vamp that attacks you. In the next room you should be able to hear a phone ringing somewhere. Head through the double doors to activate another cutscene. A shirtless vamp will bust in at this point, so kill him and move through the door he clearly opened to get to you. Another topless vamp to dispose of in the next room, then run up the stairs to the next room. Kill the two vampires in here, and once again use the door they bust through to move on.

7.7 GARAGE HALLWAY

This is a very simple sequence of opened up rooms with two paltry vampires to kill. And that's it.

7.8 RETURN TO THE GREAT HALL

Run forward into the other room (about two steps) and you'll get a movie clip. Of something very nice indeed.

7.9 THE DUNGEON

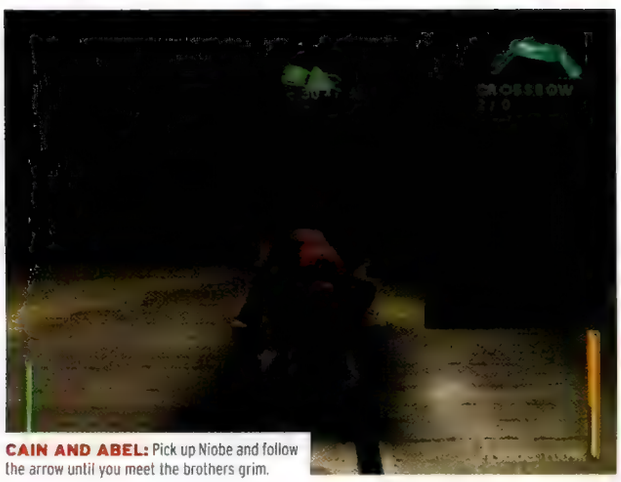
Run down the spiral staircase, through the open gate, and into the wide open wine cellar. There's a pair of vampires and a pair of health packs in here. Kill the vamps and run down the stairs into the kind of amphitheatre place. Here is where you face Cujo, who isn't even a dog. He's actually considerably easier to beat than Vlad, but when you get him to about half health he will summon a couple of nasty henchvamps, and run around the edge shooting at you. Dispatch them post haste and he'll return for more of a drubbing. Watch out for his charged up double-fisted attack, which seems to render him invulnerable – just run away. Other than that, it's business as usual. There's only one way out, so take it.

THE DUNGEON: Cujo might look fearsome but he's a big dribbling baby and easy to beat.

7.10 CAIN AND ABEL

Simply peg it down the passageway until you trigger another cutscene. Open the door into Niobe's cell and you'll automatically pick her up. Lug him along the corridor until those evil brothers arrive. Cain and Abel aren't tough fighters, but the aim is to detain rather than defeat them. All you have to do is knock them close to a cell door, and the prisoner inside will grab hold of them for you. Result. Pick Niobe back up and carry her forward (following the arrow) until another cutscene takes over.

MEROVINGIAN'S OFFICE: A perfect place to show off your kung fu skills.



CAIN AND ABEL: Pick up Niobe and follow the arrow until you meet the brothers grim.

8 UNDER THE CITY

8.1 TWINS IN PURSUIT

This can be obscenely hard if you try to do it properly – ie, fend the twins off with gunfire, shoot the cop cars, and so on. The twin with the gun does a horrendous amount of damage, and even though it's a short driving section, he can kill you in a matter of moments. However, there's an embarrassing yet useful flaw in the programming, whereby if you don't look behind you, the twins can't actually hurt you. True. Just clear the road immediately ahead of you by blowing up the cars in your lane, completely ignore the twins, and you'll sail through.

9 THE ZEN GARDEN

9.1 TRINITY AND GHOST

This is just a very straightforward 'boss fight' scenario. Honestly, you shouldn't have very much trouble if you don't waste your Focus and block/counter a lot – she's not all that dangerous. Use your most powerful combos, and her defence will soon crumble.

10 THE FREEWAY

10.1 CHASE MORPHEUS

Remember the twins? Don't pay them any attention, and they can't hurt you? Same goes for here. You'll be chased along the freeway by a car with two Agents in it – simply never turn around to face them, and they won't fire a single shot at you. All you have to do is detonate any police car that's foolish enough to be within range on the road ahead, and wait patiently for the end of the section.

10.2 THE TRUCK

Pretty much the same as before – it's a short section, and if you just hold the trigger down and blast all the police cars to kingdom come you should have no problems catching up to the truck and triggering possibly the coolest movie cutscene in the game.

11 THE POWER PLANT

11.1 REACTOR CONSTRUCTION

Quickly run to the first bit of cover, wait for the security guard to pass, and choke him out. Or just kick his arse – whatever. There are two more in the next room (you might have to push the button to the right to get in), and a ladder beyond. Keep running until you get a message urging you to find the generator. You need to jump down to ground level and run around to the right, then up onto a raised platform, to find it – it's not obvious, but there are tell-tale security guards along the way. Turn the generator off, then climb up that ladder on the far wall and head right. You'll trigger a cutscene where Niobe tells you to cover her with a sniper rifle. Four dopey snipers are positioned around the site, and you take take your time to find and shoot them, they won't retaliate. The SWAT that start to swarm all stay within a fairly small area, and aren't hard to target, but it will help to move in front of those crates you start behind.

You need to move along the ledge to the left, killing the SWAT there close range, before providing a little more cover fire and moving on again. You want the narrow ledge at the edge of the building – even though it doesn't look like it, there are ladders at the end. Keep moving around until you start jumping down again, to the lower levels. There are two last SWAT to take out, then you run around a corner and finish up.

11.2 REACTOR CONSTRUCTION 2

Don't rush into the first room – there's a gang of SWAT lined up ready to take pot shots, and you can't reach them, so you have to pick them off. Run around the corner, and negotiate the assault course of wire mesh fences and jumps. Until you get to another passageway which leads to a flight of stairs, and opens out into the site again. Snipe the two SWAT, then run down and along. It's a straightforward route, with little gangs of SWAT every so often, until you reach a door and the save point.

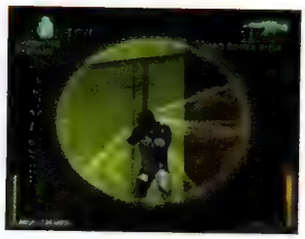
11.3 NUCLEAR SHIPPING

After defeating the two security guards, leave the little room by the only exit. Another SWAT sniper is here to make life harder for you, but unless you've saved some sniper ammo there's not much you can do about him for now. The building you were in is in one corner of a large compound. Head for the docking bay doors, and kill the handful of SWAT members who guard them. Make sure you get them all, because one of them drops Offensive Grenades you can pick up. Opposite bay 4 there's an open trailer with health inside, if needed.

Go through the double doors in the left corner, and get ready to shoot two snipers above you, one to the left, one to the right. As you advance, be prepared for one more gunmen above you and several on the same floor, taking cover behind those cannisters. If the guards standing on the walkways can't see you, because there's a metal plate in the way, they will

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



just stand there, so line up a shot, take out the metal plate, then shoot them in the face. The door at the end marks the end of the subchapter.

11.4 TRANSFORMER FIELD

Another arrow to follow, which simplifies matters somewhat. The goal here is to get to the top of the structure, obviously killing all resistance as you go. It's just up the ramp, and the switch is obvious. After a cutscene, you also pick up a grenade launcher which kills people by drowning them, strangely. Heading back down the ramp triggers three SWAT team members to attack, so if you run quickly back up the ramp you can fire a grenade in their midst from on high, and see the glorious effect for yourself. Or you can just kill them normally. Follow the arrow again, through a small room, dispose of two hidings SWATs, and run to the end of the corridor to end the subchapter.

11.5 TRANSFORMER FIELD 2

Keep following the arrow, killing individual SWATs as you go. It's a long route, but very linear (again), and there's nothing particularly challenging at any point. Follow the basic rules, and it will take time but little effort. You will eventually find a ladder, scaling which ends this long, tedious section.

11.6 NUCLEAR WASTE SECTOR

The first part of this section is essentially a strong of large, roughly circular, waste processing rooms that are connected by antechambers. Clear each one thoroughly, and then move on to the next. The cover in the antechambers gets increasingly sparse, however, and you need to keep an eye on the inflammable tanks dotted around, but other than that there's little reason to worry.

11.7 NUCLEAR WASTE SECTOR 2

As the name suggests, this section is very similar to the last one. Carry on with what you were doing, targeting the exploding cannisters if you feel like a few fireworks, and the layout of the larger rooms will change slightly until you reach one where you need to climb up a little ladder, run along, jump onto a catwalk at the end, and follow it all the way around for a health pack (if required). The last room has orange pillars, you can't miss it – killing the SWAT in here ends the subchapter.

11.8 CORE CONTROL ROOM

Very straightforward, this. Use your sniper rifle to clear out the SWAT down in the Core, where they're trying to off Niobe, and regularly turn behind you to repel the guys you invade the Control Room. If you run out of ammo, nip back and pick some up from the corpses.

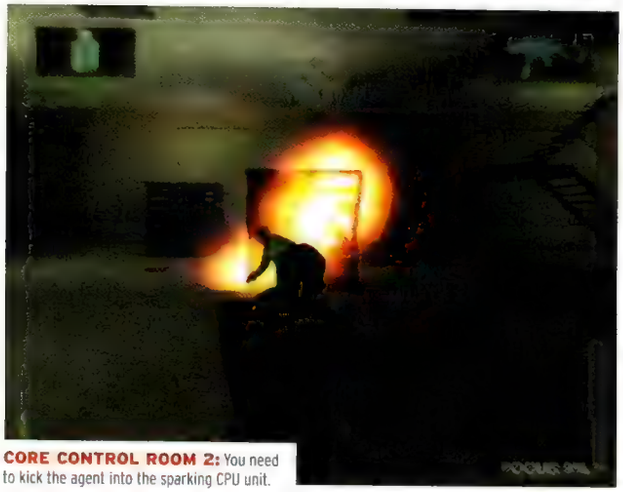
11.9 CORE CONTROL ROOM 2

Easy peasy. Run downstairs through the tear gas, eliminate a small handful of SWAT, then when the Agent appears, knock him into a sparking CPU tower (if there isn't one, shoot one until it explodes) to knock him out.

12 CHINATOWN

12.1 SERAPH'S TEA HOUSE

The fight against Seraph is an important one, because if you lose, you don't even get to play an important chunk of the game, so make sure you're on top form. Victory earns you a cutscene. Failure sends you straight to the last section, with the Logos hovercraft.



CORE CONTROL ROOM 2: You need to kick the agent into the sparking CPU unit.

12.2 VERTIGO

Run run run! Agents are everywhere, so keep one eye on your arrow and the other on the screen, looking for the way forward. If you get too close to an Agent, he's likely to do a cocky one-armed throw on you. As soon as you get up, he'll just as likely throw you again, so instead of trying to run, do a wall jump or something to distract him.

You need to find a staircase up, nip through the window, and start running around the outside of the building on narrow planks. It's perfectly possible to find places to stand that, if the Agents can't actually see you, mean that you can regenerate your health and Focus back to full, which you will probably need to do more than once. At one point the combined weight of you and an Agent will cause the planks to collapse down to the next level. From here, work your way steadily down one set of sloping planks and up another until you reach a point where you have to super jump off the end, and smash through a window.

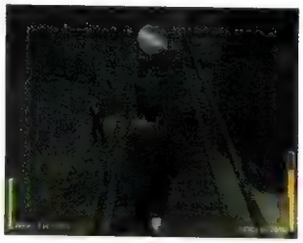
One cutscene later, it's time to start running around inside the building. Trying to summon the lift only makes an Agent smash through it, but hell – it's still a way through. Get to the next lift as soon as you can, to activate another cutscene and end the subchapter.

12.3 SMITH'S TRAP

Back in grotty Chinatown – there's only one exit. Keep heading downstairs until you get access to the alleyway, then turn left and follow the arrow. Wind your way through the backstreets until you hit a white door. Keep heading through, and the Agents will start swarming. Smash through that red door, past the Agent, and keep running. Head up the fire escape, even though the arrow tells you your target isn't above you, and keep running until you fall off (don't worry, it's supposed to happen).

12.4 ON FOOT

Your objective now is to get to the police station. You can run overground, or alternatively find a kind of windy underground passage that brings you out pretty much right at the station. Get the guns out of the boot of the police car, and run, Ghost, run. The route will take you through shops, houses, all sorts – don't think too much about it, just trust in the arrow. You will end up climbing another fire escape, busting through a few more doors, and finally ending this subchapter.

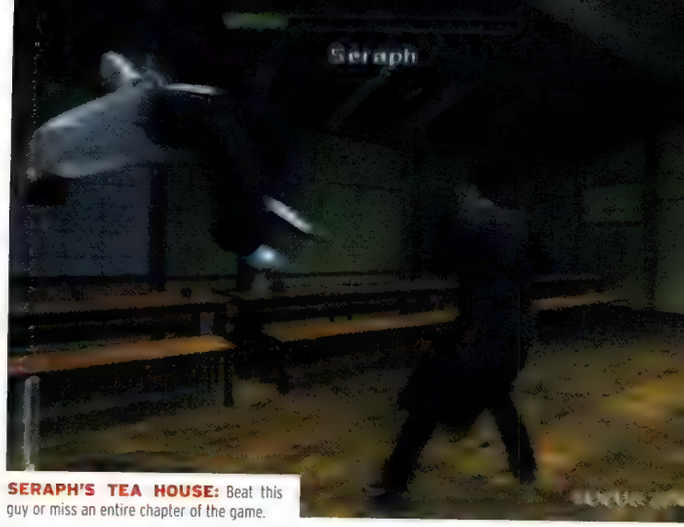


12.5 HARD LINE PURSUIT

Yes, more running. All the way downstairs, out of the door, then right. You'll shortly reach the phone point, only for a grenade to blow it up. Damn! Take cover from the roadblock until you recover all your health and Focus, then take them all out and climb the ladder up to the roof, along, then down again to street level. Keep running, clamber over the crates, nip down the alleyway, hop over the fence, and that's it.

12.6 THE VIRUS SPREADS

Run into the butchers upstairs, then out again. Turn right, run to the end, super jump off, then just keep following the arrow. You'll end up running along a wooden dock, and will have to dodge left, indoors, and then right again to the dock. Don't fret, the end is nearby – run straight for the archway and go through the door on the left.



SERAPH'S TEA HOUSE: Beat this guy or miss an entire chapter of the game.

HARD LINE PURSUIT: Eliminate all the SWAT units on the street and keep running.

12.7 THE CHURCH

Keep running upstairs until you reach daylight. From this point on you're going building to building via some perilously narrow gangways, then through a red door and back indoors. Keep heading upstairs until you get to the roof again, and super jump off another ramp. One last cutscene to go – escape!

13 ONBOARD THE LOGOS

13.1 TUNNELS OF THE REAL

Hold down L1 and hit L1 every so often. That's it, really. Your gun never runs out of ammo, and it never overheats. Every so often a Sentinel will appear in front of the Logos (you'll see it on the radar at the top), but the majority of them approach from the rear. Handily, Niobe's flying is so darn erratic that just holding the fire button down will usually hit everything buzzing around out there.

13.2 THE RABBIT HOLE

Exactly the same as before, only with a cutscene in the middle. Don't worry about the buzzy thing. It's never ever hurt us, even once, and we've played this loads. We tried playing this section, on a whim, without moving the cursor at all, just holding down fire and switching viewpoints every so often. We finished up with nearly 80% full integrity intact. We suggest you do the same. Game over.

THE RABBIT HOLE: What a stinking end to the game. Just hold ⊗ and blast away.

OH MY GOD! TONY'S A THUG!

TONY HAWK'S UNDERGROUND

HAWK'S HAS CHANGED FOREVER!
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PlayStation 2 OFFICIAL MAGAZINE-UK

ISSUE 36 ON SALE 11 JULY

THE HULK

PART 1 UNLEASH THE BEAST

Ill-tempered? Miffed? Piqued? No point getting angry – just get even. With, um, our guide to breaking stuff, Hulk-style. Remember, kids: real gamma radiation just kills you.

AIM OF THE GAME

There isn't a lot of subtlety to *Hulk* – it's mainly all about the smashing. Once you've got the knack of twonking helpless guards with a pipe, you'll sail through the main game. The trickiest bits come when you have to play as piffling weed Bruce Banner, trying to keep your rage in control so that you don't smash the equipment you're trying to use with your clumsy green fingers.

MC GAMMA

The other tricky bits are the bosses, plucked straight from the yellowing pages of the classic comics. Much like the 'real' (ie comic-based) thing, they routinely regenerate all their energy just to annoy you. By the later levels, you'll be on the verge of a Hulk-style wig-out yourself. You'll find tips on how to duff them all up here. Alternatively, you could just paint yourself green, start eating 60 egg whites a day, and order shirts one size too small for yourself. Oh, we've been having fun this issue...

WHAT WE SAID...

PSM2 ISSUE #035 May 2003

"From what we've seen, it's simply a coasting, movie-by-numbers game that should have had more thought and effort put into it."

WHAT WE SAY NOW

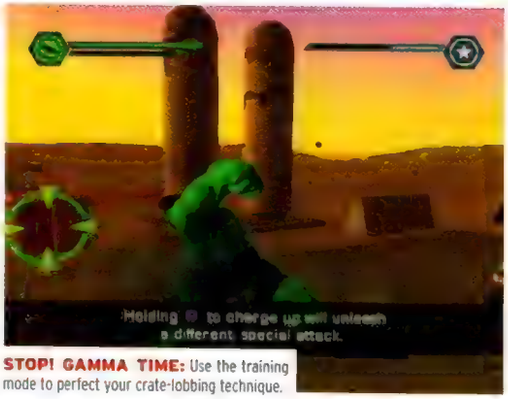
It's certainly fun for a bit, and fans will lap it up, but if you bore easily, then give it the swerve. You'll only end up reaching for the receipt and heading back to town

70

TOP TIPS

PROJECTILE COMBAT

The most basic combat skill you'll need is locking on for throwing objects. The system's a bit temperamental, so try to point directly at the thing you want to hit (usually a group of guards, a generator or a switch) as you tap R1 to cycle through your targets. If you're overwhelmed by guards, don't bother with the lock-on – just tap ◎ and Hulk should deal with the nearest threat.



STOP! GAMMA TIME: Use the training mode to perfect your crate-lobbing technique.

90-DEGREE STRANGLE: The guards can't even look to their sides - kill them all.

STEALTH

Playing as Bruce Banner is tough. If you're spotted, zig-zag and roll until you're out of sight. Guards have practically no peripheral vision, so even if you run up to them it's easy to choke them with ◎, as long as there isn't another one around to hear them gurgle.

PUZZLES

Don't worry unduly about these – every puzzle in Hulk is exactly the same: a match-the-numbers race against time. The only consistent way to do these is swap pairs of numbers until the first one matches – then the second, then the third, and so on. The sequence gets shuffled each time you try, so if you scuff it just try again – sometimes you just don't have time. And don't worry – even in a top-secret military base, getting it wrong doesn't set off any alarms...

SMASHABLE ITEMS

In some areas, scenic items tend to regenerate when they're off-screen – so if you're getting short of things to throw in the later levels (when projectile combat's an absolute must) try moving a little so that a previously 'smashed' area moves off-screen. And hey presto – you've got a new generator to lob. This comes in especially handy when you're faced with lots of bazooka-wielding enemies.

HULK RAGE

Once it's activated, you've got a limited time to use Hulk's rage – so if you've cleared the screen, it might not be worth picking up any orange orbs and wasting your powers. Bear in mind that getting hurt also contributes to your rage bar.

JAN GAMMA: You can actually carry guards around to use as weapons.

QUAKES AND PAINS: Bosho-la! Clear out the room, then scoop up the green-juice

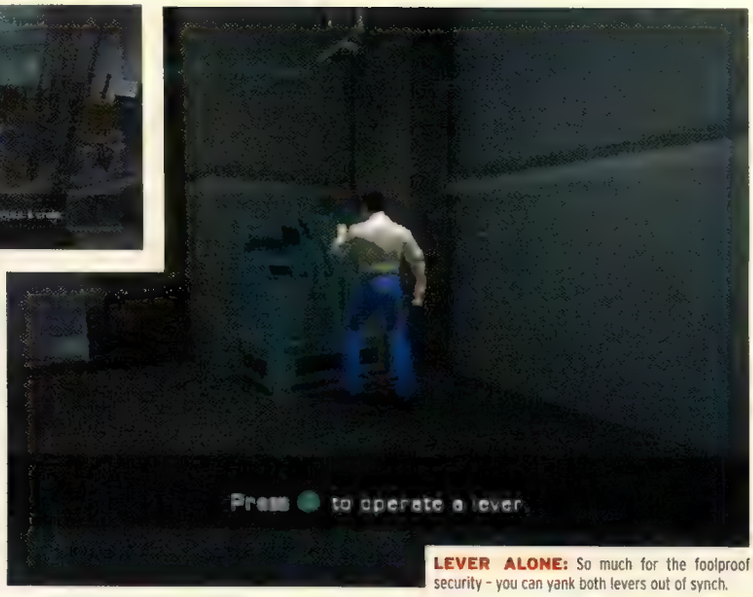
BRUCE BANNER LEVELS

DESPERATE MEASURES

The first stealth level. Dash through the first room – you've got nothing to worry about until the first open doorway. Press ⊗ to crawl past the window, then sprint up the stairs, watch the cutscene and get into the lift. Crouch past the window, dash down the corridor and use the console. In the big room, crouch behind the crate until both guards pass, then head to the other end and drag the crates away from the vent shaft. Crawl through and activate the levers either side of the lift. Go up in the lift, activate the next console and enter the lab – then you've finished the easiest of the stealth bits.

CROUCH END: It's all about being patient – don't bother sneaking until the guards are all safely past.

CRATE ESCAPE: Early levels show your best hiding places with a big green arrow – mmm, handy.

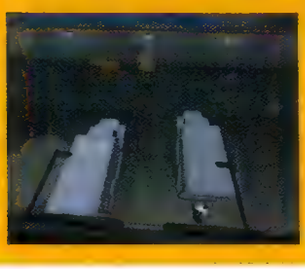


LEVER ALONE: So much for the foolproof security – you can yank both levers out of synch.

INFILTRATION

If you ever get spotted here, the guards aren't too bright, so if you can get round a corner and crouch behind a crate or wall, they'll abandon the search almost as soon as they lose sight of you. The main things to avoid are the spotlights – they'll follow you and cause more guards to close in on your position.

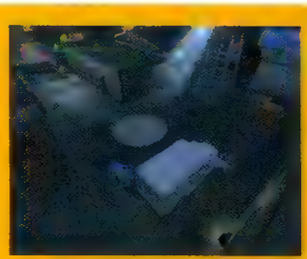
From the start: head behind the truck and you'll get an overhead view showing you



when the guards pass. Once all three have stopped in a group, nip past the spotlight – there's a health globe behind the next set of trucks, but you won't need it. From there, head towards the fence – you'll see a single crate. Push it towards the crates stacked against the wall – make sure you avoid the spotlight and climb up the steps you've made on to the roof.

Walk past the dogs by being gentle on L3 – if you run, they'll wake up – and climb up the crates on to the next roof. A cutscene'll show you the next generator – shut it down, wait for the guard to pass (or choke him out) and sprint through the middle alley before the spotlights come back on. Turn left at the end of the alley and you'll see another area where you can create a crate stairway.

Once you're in the main compound, head left – the best bet's to wait for one guard to



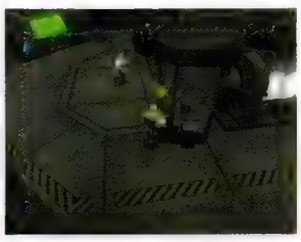
leave so you can strangle his mate – and you'll be able to push some more crates around to get in and deactivate the first generator. Head right past the main building, zig-zag through the barricades to avoid the spotlight and deactivate the second generator, picking up the continue next to it. Head into the front door, up the stairs and avoid the really obvious set of spotlights in the centre of the room, skirting the edge until you

get to the code generator. Decrypt it to shut down the system and – whoops, you're getting angry again.

CHEMICAL EFFECT

You're disguised as a guard, so stealth isn't too much of a problem – you can even get away with running and doing forward rolls, as long as you don't get too close to the guards. If you do get spotted, don't worry too much – just keep running through sliding doors and you'll lose most of your pursuers – once you're down to one have-a-go scientist, just give him a beating.

From the start, go through the large door, turn right and take the lift up to the fifth floor chemical labs. From here, follow the corridor round and turn left at the T-junction. Grab the Continue from the small room to the left in the corridor, then head into the main lab and get the first



chemical by pressing ▲ near the glowing machine.

Head back to the T-junction and do the same with the right fork, then go back to the lift and down to level four. From here, there are more guards, so be careful – get the continue to the left as you head down the stairs, then follow the corridor around. Go straight through the first room you see and into the combination chamber – don't go too close to the tank, or you'll activate its shield and blow your cover.

Stick the two chemicals in the two marked machines, then head back to the previous room to collect the resulting combination. Sprint back to the lift and you can Hulk out again...

LAB-FAB: Scientists can run fast, but they're crap at fighting. If they catch you, kill them.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF P

CHEATS

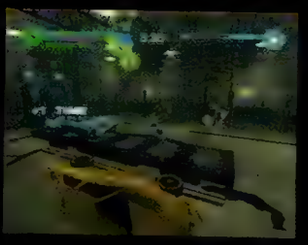
CHEAT CODES

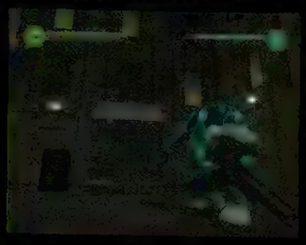
These can be entered from the console in the Options menu, and then activated from the Special Features menu.

GMMSKIN – Invincibility
FLSHWND – Regenerator
GRNCHTR – Unlimited Continues
HLTHDSE – Double Hulk HP
BRNGITN – Double Enemies' HP
MMMYHLP – Half Enemies' HP

NMBTHIH – Reset High Score
TRUBLVR – Level Select
ANGMNGT – Full Rage Meter
FSTOFRY – Wicked Punch
BRCESTN – Puzzles Solved

These have to be entered from an in-game Universal Console. The easiest one to find's in Desperate Measures, along the back wall of the room where you pull the crates away from the vent.



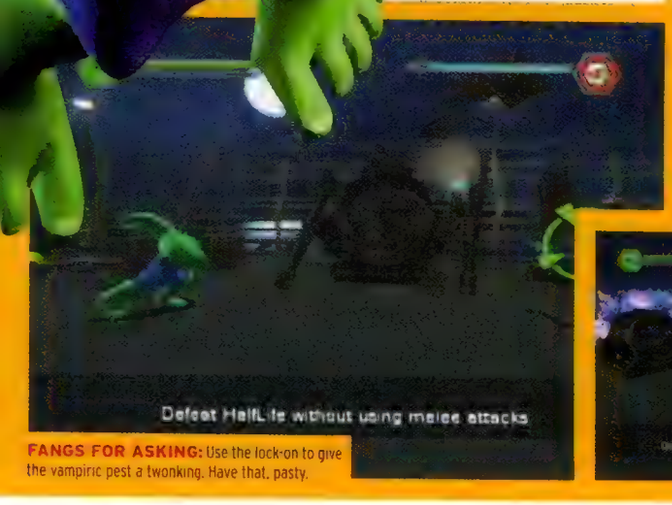


SANFRAN unlocks Movie Art: Hulk Transformed
PITBULL unlocks Movie Art: Hulk vs. Hulk Dogs
FIFTEEN unlocks Movie Art: Desert Battle
NANOMED unlocks Movie Art: Hulk Movie F/X
JANITOR unlocks the Grey Hulk

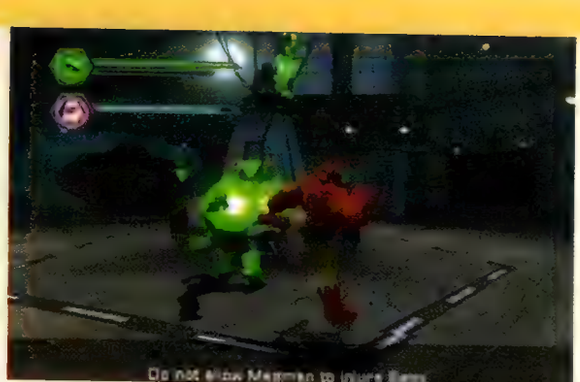
BOSSES

HALF-LIFE

Touching Half-Life drains your energy and feeds his, so the key thing is to avoid any melee attacks. He's quicker than you, mind, so running around in a circle (and jumping occasionally) is marginally effective, but you're best off going on the offensive. Chuck some crates at him or, better yet, find a pipe and bat him into one of the surrounding generators as that drains his energy and leaves him on the floor while you pick up something else. Don't even bother trying for throws or charge moves – he's too good at throwing, which charges him up. He regenerates his energy after he looks beaten, but don't worry – this is the easiest boss battle you'll face.



FANGS FOR ASKING: Use the lock-on to give the vampiric pest a twonking. Have that, pasty.

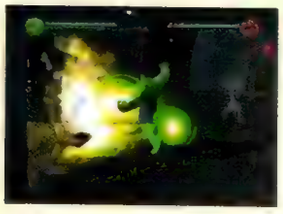


MADMAN BOVARY: Thump those consoles - you don't want poor Betty to fry, now do you?

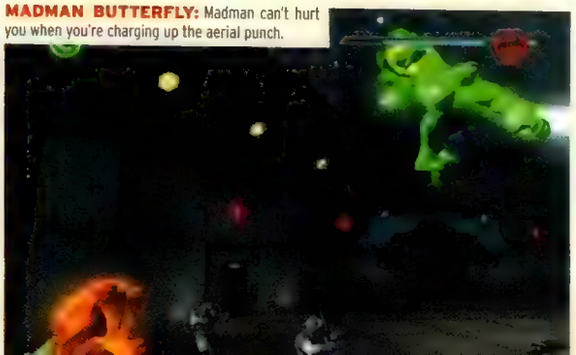
MADMAN

Smashing the consoles is your first priority – you can afford to take a bit of damage, but Betty can't, so just combo them up, giving Madman a slap if he gets to be a nuisance.

Madman's rubbish, so don't worry too much. Stay at mid-range until he goes for a combo, a triple stomp or triple shoulder smash – they'll all miss if you keep moving and don't stand directly in front of him – then either combo him or hit him with the sonic handclap to daze him. Don't bother with throws – they aren't very effective, and he's better at them than you.

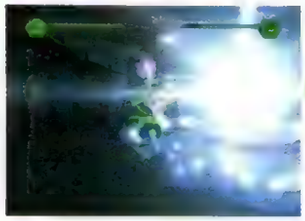


MADMAN BUTTERFLY: Madman can't hurt you when you're charging up the aerial punch.



BOSSES CONTINUED

FOR FLUX SAKE: He keeps regenerating and lobbing bombs, but at least he's fairly stupid.

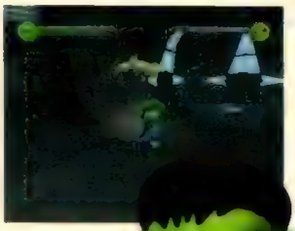


FLUX

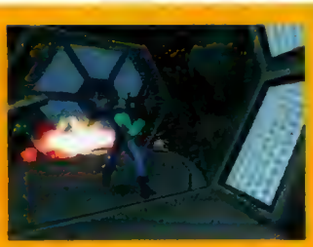
Flux is, a) the toughest enemy so far, and b) a filthy cheat. The best way to get big damage against him is to destroy the three power generators, then toss him into the electrical field – but, of course, he's attacking you all the time. Here's the plan, then – take Flux down with a throw (don't bother trying to chuck him into the generators) then give one of the generators a quick one-two-three. At this point, you won't have smashed the generator but it's risky to go for more damage. If he's at range, though, Flux'll chuck a grenade – which you should be able to dodge, leaving it to destroy the generator. Do that twice more and the electrical field's exposed for some big damage – unfortunately, after taking a blast of current, Flux leaps onto the parapet and starts lobbing grenades at you. Try to circle around and grab all the health quickly – it soon disappears. After that, it's just a case of doing the same thing another half-dozen times – but be warned, just when you think he's dead, Flux recharges to full health and catches fire. When he's low on energy, finish him with some shoulder rams and throws – don't mess with the generators if you don't have to.

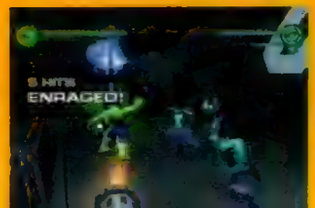
RAVAGE

Despite the game calling him 'a tactical fighter', Ravage isn't actually that tough. Most of his attacks are similar to Hulk's, so if you see him charging up a jumping smash or a shoulder barge, just dodge it – or knock him out of it with a dashing shoulder of your own. Nip in and out with quick combos, and don't bother going for throws – they'll hardly hurt him. When Rampage gets angry, he'll cause cave-ins – dodge them and use the wreckage as clubs with a △ combo. He'll summon two armed gamma guards when he gets weak – javelin them both with rubble to stop them firing so you can finish them off. And, surprise surprise, he gets all his energy back when you beat him. Angry isn't the word...



RAVAGE HARD 'UN: You can chuck him off the platform to buy yourself some time.





RECKONING

At the start of this level there's a brief Banner bit – just sprint down the corridor past the goons, then roll-dodge so that they accidentally hit the door with their fire. You'll take a hit or two, but don't worry too much. Then... bugger. You've got to fight Half-Life and Madman together. Except that there's actually no point, because after a few minutes Madman runs off and Half-Life gets all his energy back, so it's all about dodging and keeping them off-balance. Half-Life's the fastest, but you can only hurt him by throwing things at him – and picking up Madman kills a bit of time. After he runs for it, grab the health and smash the towers to get some improvised spears. Cave-ins will provide you with more weaponry, but once they stop happening you can still damage Half-Life with the charged jumping smash (⊗ then hold ⊗). It's going to take a few goes, though...

THE LEADER

The Leader's tough – sonic handclaps and throws have no effect on him – but not impossible. He's got four basic attacks to watch out for:

The Straight Blast: Watch out for him glowing and throwing his hands back, and *never* approach him in a straight line. If you're close enough, combo him after he does this and if you're in range, find something to throw.

The Orangey Lightning Attack: He tends to use this if you get too close to him, so just back off until it misses and use the dashing punch.

The Spinning Blast: You can't hit him while he's doing this, and he can change directions while he does it. The easy way to dodge it, is to get out of range (obviously). The tricky way is to jump over it – but that means you can combo him while he's briefly vulnerable afterwards.

Cloning Himself: This is extremely frustrating. Each of the clones has their own miniature energy bar – they'll disappear on their own after a while, but they'll cause you serious trouble, so run to the other end of the room and lob stuff until they all disappear.

After a while, the Leader summons in some goons – keep moving and he'll probably accidentally shoot them himself, giving you a chance to grab them and throw them at him. Finish him and – tsk – his health all regenerates. But at least he stops doing that annoying cloning thing.

MINDERS KEEPERS: The brief Banner bit here demands judicious use of the forward roll move.

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EXPECTED UK WINTER 2003

ARABIAN FRIGHTS: So far - on the monster front - we've seen guards, genies, troglodytes and these possessed storks.

JUST IN!

PRINCE OF PERSIA: THE SANDS OF TIME

Prince you've been gone, Prince you've been gone... But now you're back in all your regal finery.

SPEEDER SPIKE: Use the power of Haste and you can zip among your enemies and take them out double-quick.

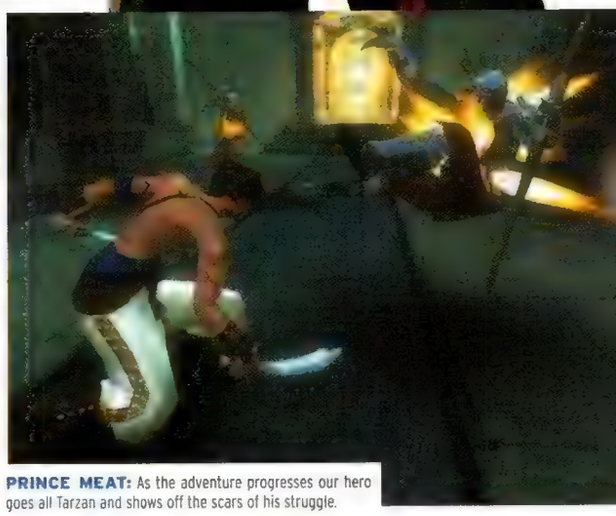
We were all prepared for a case of the Emperor's New Clothes with this one. Another nugget of historic gaming peddled up-to-date on a Penny Farthing rather than the superbike it deserves. But guess what? We were wrong. And guess what else? We're actually quite happy that we were...

The Idea: You're a Prince. Not some snivelling want-for-nothing who can't talk, thanks to all the silver spoons battering his dental work. No, you're cool because everything you once owned has been taken from you and you're out for revenge. A pauper, if you like, on a mission to reclaim your palace from the possessed minions of King Shahraman.

Best Features: The way the Prince moves about his vast and crumbling abode is breathtaking even before you get into all the Sands of Time temporal jiggery pokery. He can climb, flip, fight with swords, do a quick triple salco on the parallel bars and run along walls like a Hong Kong movie vet. Throw in the odd hourglass of time manipulation, though, and you're looking at a very different proposition to your standard platformer. There's the predictable use

REGAL WEAPON: The Prince never leaves home without his trusty curly scimitar.

KNIFE OF GRIME: The Prince reclaims the Sands of Time from enemies by stabbing them with his magical dagger.

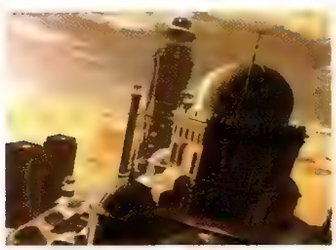


PRINCE MEAT: As the adventure progresses our hero goes all Tarzan and shows off the scars of his struggle.

of ye olde bullet-time to slow trap mechanisms or enemies, but there's also the pure innovation of the Revival mode. On each level you've got four opportunities to rewind time and thus avoid having to head all the way back to the start of the level. Miss-foot a ledge, bugger up a jump sequence and death isn't the inevitable outcome. Hit ◎ and the scene bleeds into a haze while the action you've just witnessed zips back with an accompanying babble of rewind noise. There you go safe, sound and ready to tackle that impossibly hard combo once again. Genius.

Bottom Line: Bee-uuu-tee-ful, solid and smart. The only thing that didn't really ring true about the early build we've played was the combat sections. The motivation of having to reclaim the Sands from the bodies of the possessed is a good one, but we're afraid it may all get a little repetitive over time.

ANTICIPATION ★★★★★



ROYAL ADDRESS: The palace comprises 32 levels that you must fight and puzzle your way across.

FEET OF DEXTERITY: Wall runs are made more impressive by the sway of drapes and chains as the Prince sprints past them.

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EXPECTED UK LATE 2003

A SOUND OF THUNDER

It's been a while since we saw this dino hunter from the makers of *The Thing*, but it's back here due to a quick flash of tail at E3 and an impending film release. And while the game might not star the hubba-hubba talents of Catherine McCormack, it's still a looker.

The Idea: Crazed cultists attempt to bring about armageddon by travelling back to the crusty Cretaceous period to avert the meteor strike that obliterated the dinosaurs. The upshot? A few of our carnivorous predecessors get stuffed up the timeline ready for a spot of lunch...

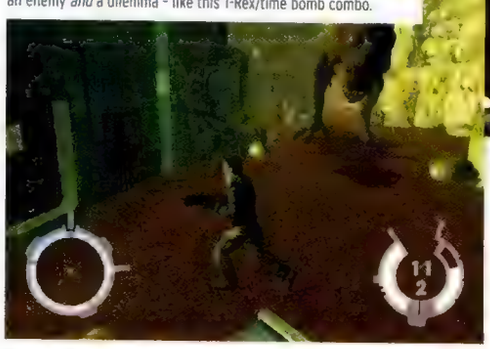
BAKED GENES: The monsters that turn up in the future have had their DNA's spiked by the cultists.

Best Features: OK, we admit, we were slightly duped by the 'inventiveness' the *The Thing*. No matter what you did to protect your team they still bugged out and went multi-tentacled on your ass. As a result, we're taking Computer Artworks' claims of time specific puzzles – where you have to skip between eras to open up new locations – with a ponderous pinch of salt. What we can report is that Raptors of the game *will* hunt you by smell, they *will* work as a team when tracking and you *can* freeze them mid-pounce using your time disruptor. In fact, it's this last feature that's the real hook to *A Sound of Thunder* as far as we're concerned. Picking huge dinos up and then manoeuvring them over cliffs, or trapping cultists in time bubbles and then shooting them in the boat race make this anything but predictable. And that's a good thing.

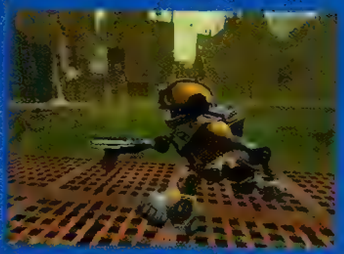
Bottom Line: If the coders can do inventive without sacrificing logic, then we'll back this all the way.

ANTICIPATION ★★★★

LIZARD WARNING: Boss battles are usually centred around an enemy *and* a dilemma - like this T-Rex/time bomb combo.



WARP CORE PEACH: Capture a cultist in a time bubble, shoot him and he'll only take the hit once the disruption dissipates.



EXPECTED UK NOVEMBER 2003

METAL ARMS: GLITCH IN THE SYSTEM

The Idea: The littlest robo? Not quite. You're the half-ton denizen of a robot world called Iron Star that's just been taken over by an evil machine called General Corrosive. Muhahah <clank> hahahah <fizzzt>...

Best Features: Shown behind closed doors at E3, this tale of techno trouncing was actually well received. Chief among the reasons why folK warmed to its combination of cartoonyxO *Ratchet & Clank* graphics and shooty gameplay, was the fact that the central character can possess 12 other robots in the game. Launch your personality chip into them and you can then direct their movements to either solve puzzles or cause havoc at no risk to yourself.

Bottom Line: Looked dead pretty in a lego, blocky kind of way, and currying favour with Jonnie thanks to its mini mech sensibilities.

ANTICIPATION ★★★★

EXPECTED UK LATE 2003

BULLETPROOF MONK

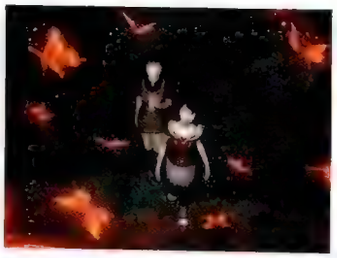
The Idea: Sweet Kevlar cassocks! Old monk and young punk team up to protect an ancient artifact – the Scroll of the Ultimate – from evil antique dealers.

Best Features: Well, if Empire can come up with a decent free-roaming beat-em-up, that'd be half the battle won. *The Bouncer*, *Go Dai* – even *Wolverine's Revenge*... You see? We're still waiting for a breakthrough here, but it looks as though *Monk*, with its 360-degree fight system and all the necessary combos, could well be a step in the right direction. Especially when you get your hands and feet round the game's 15 bulky levels and the inclusion of four-way multiplayer modes.

Bottom Line: John Woo's name has been liberally attached to the project but, ultimately he's just the money. Whether this'll be up to Hard Boiled's standard is something we'll find out next issue.

ANTICIPATION ★★★

SNAP PRECISION: The only things between you and eternal damnation are your reflexes and an old camera.



HANIBAL NECTAR: The adventure kicks off when the girls follow a red butterfly into the woods.

INSTAMATIC WEAPONS: Put the Uzi away, love, you've only got your camera for help now.

EXPECTED UK TBC

FATAL FRAME 2

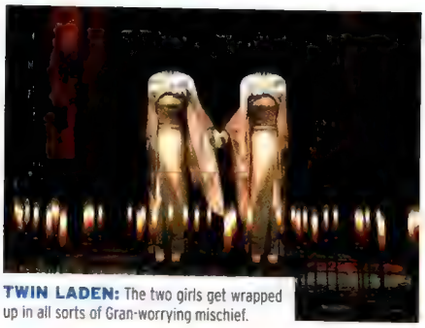
Cameras, they're the new cel shading aren't they? *Dark Chronicle, Beyond Good and Evil*... and now we come full circle with the first not-so-happy snapper on PS2 returning for a second sniff of the developer fluid.

The Idea: It's a twin town nightmare as sisters Mio and Mayu Amakura follow a mysterious glowing butterfly to a deserted village set in a very Blair Witch-like wood. Which was possibly not one of their best ideas.

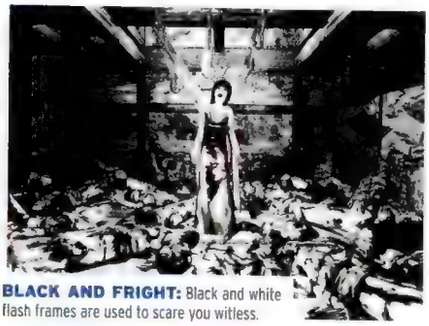
Best Features: To our relief, the grainy, Ring-styled, black-and-white sections are back in this version, upping the chill factor to quick freeze, but it's the return of the battered old camera that's of most interest here. Just like the first version, it's still a case of matching the right can of film to the right spook, but the old Box Brownie is rumoured to be receiving a whole new – as yet unannounced – set of soul-sucking features.

Bottom Line: Trying to keep a hideous quickly-advancing spook in your viewfinder was unnerving enough the first time round. Now, by the looks of the shots here and the stuff off the E3 trailer – They did what? They blew their heads up with lightning? Ohmygod! – this should easily rank alongside Claudia's 'lunch' in *Silent Hill 3*'s climactic scene. Look out for the preview in the next few months.

ANTICIPATION ★★★★

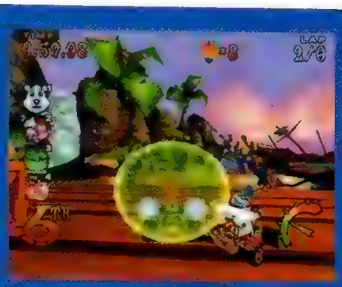


TWIN LADEN: The two girls get wrapped up in all sorts of Gran-worrying mischief.



BLACK AND FRIGHT: Black and white flash frames are used to scare you witless.

LES BE FRIENDS When you get sick of looking at ghosts there's always the lovely sisters to gawp at.



EXPECTED UK NOVEMBER 2003

CRASH NITRO KART

The Idea: An almost direct lift of *Crash Team Racing* (just look at this screen of a practically unchanged Crash Cove). Not necessarily a 'bad thing' in these kart-dry times but still stinking stronger than Milf's shreddies.

Best Features: All the classic features have been resurrected – pick-up crates, power slides, the full range of Crash team racers – but, of course it's all been given that PS2 tickle. There are 17 tracks, all with wider horizons and more cunning shortcuts, as well as the option of having 4-8-player multi mentalness via the i-Link.

Bottom Line: One magic word speeeeeed, both on the vehicular and framerate front. If Vicarious Visions can ace this, it could be a winner.

ANTICIPATION ★★

EXPECTED UK TBC

FUGITIVE HUNTER

The Idea: Take all the international badasses off <adopts gruff TV presenter voice> "America's Most Wanted", and send one guy out to bag them all in a *Soldier of Fortune* kinda way.

Best Features: Arresting's the word for this one. See, strangely for an FPS, it isn't all about making your targets go dead. Do this and your bounty on them will be halved, leaving you heading into the next mission with a pea shooter and some strong language. It's a cool shift of emphasis that should lift what might otherwise be a pretty straight shooter.

Bottom Line: Could be all that *Bounty Hunter* wasn't but only if the enemy AI makes you feel alive during the chase.

ANTICIPATION ★★★

EXPECTED UK TBC

MASTERS OF THE UNIVERSE

The Idea: They're going to break it, aren't they? They're going to take all our love for this marvellous '80s cult cartoon (and great movie) and balls the whole thing up. Please somebody stop them!

Best Features: While the name TDK might not engender the greatest trust of a worthy conversion for the defender of Eternia, the early shots do look cartoon-accurate if a little underwhelming. Skeletor (check), Battlecat (yep), even Trapjaw (yes indeedlydoodly) but all of these are battling it out on what looks like a *Warriors of Might and Magic* engine.

Bottom Line: If they steer well clear of Orko and ensure that Evil-Lyn gives us the horn then we just might bite.

ANTICIPATION ★

EXPECTED UK OCTOBER 2003

LORD OF THE RINGS: TREASON OF ISENGARD

The Idea: A new engine and a fresh lick of goblin juice for Vivendi's timely, but book-based, licence.

Best Features: The ability to play as seven characters from the book has to be a major pull for fans, as does the revised approach. Gone are the poorly realised worlds of the first game and in their place a much more linear, punchy take on the action. It may all seem very 'EA' in style, but the inclusion of a co-op mode and the ability to switch between heroes mid-level does distance this from its rival... Sort of.

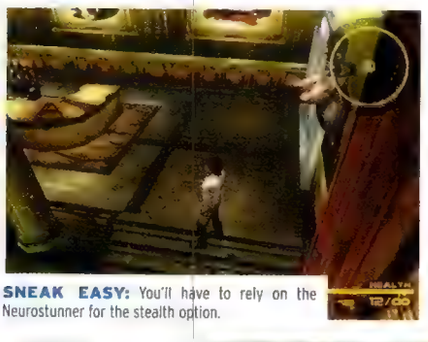
Bottom Line: It's all about what EA do. The film licence will carry sales, but if *LOTR: ROTK* isn't different enough then Vivendi could well sneak in.

ANTICIPATION ★★★

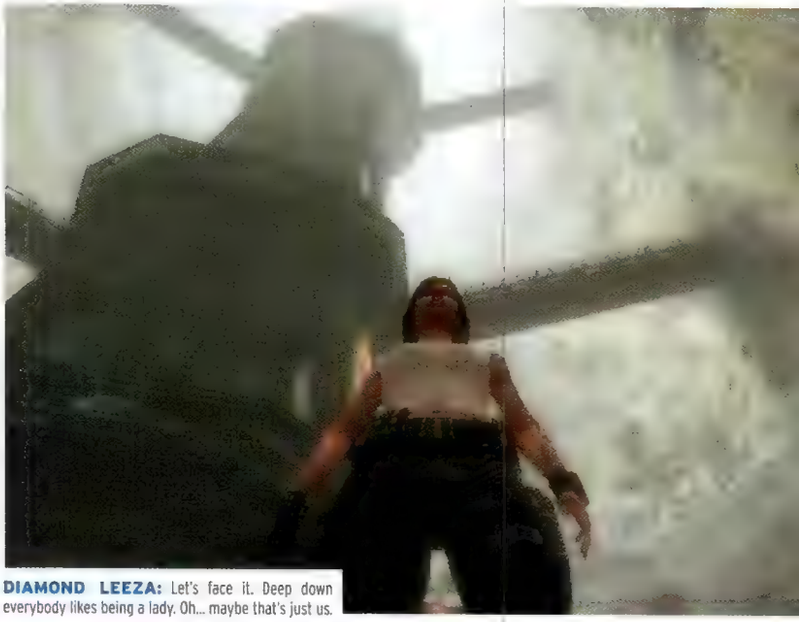
FRESH SCREENS!

TATTOO'S COMPANY: New girl Leeza can clearly take care of herself, thanks Dad.

MARKET RAIDER: Business is the main drive in *Headhunter*, which means more Robocop-style ads.



SNEAK EASY: You'll have to rely on the Neurostunner for the stealth option.



DIAMOND LEEZA: Let's face it. Deep down everybody likes being a lady. Oh... maybe that's just us.

EXPECTED UK / LATE 2003

HEADHUNTER REDEMPTION

The beard. How could we forget the beard? And the glasses, oh yes, the glasses. And the bike... Ha, ha. Yes, Sir Clive Sinclair is BACK and he's here to kick ASS! Oh, no, hang on a minute...

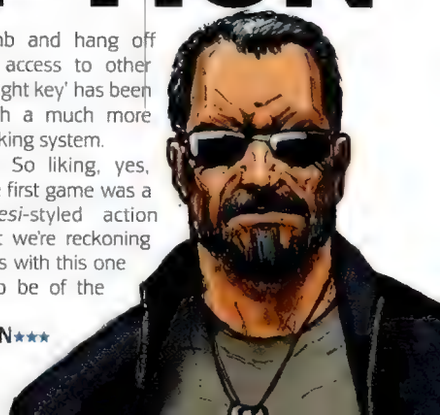
The Idea: Jack Wad is older and wiser... Actually he's not much wiser, to be honest. He may have had a kid with Angela Stern – the love interest from the first game – but he's still a headhunter, he's still riding a superbike in the pursuit of dastardly crims, and he's still got his Noel Edmunds facial extensions. Now, what he should have done is settled down. Got himself a shed, a three-piece suite and a mortgage. That way he wouldn't have lost his son to the perilous undercity called Below.

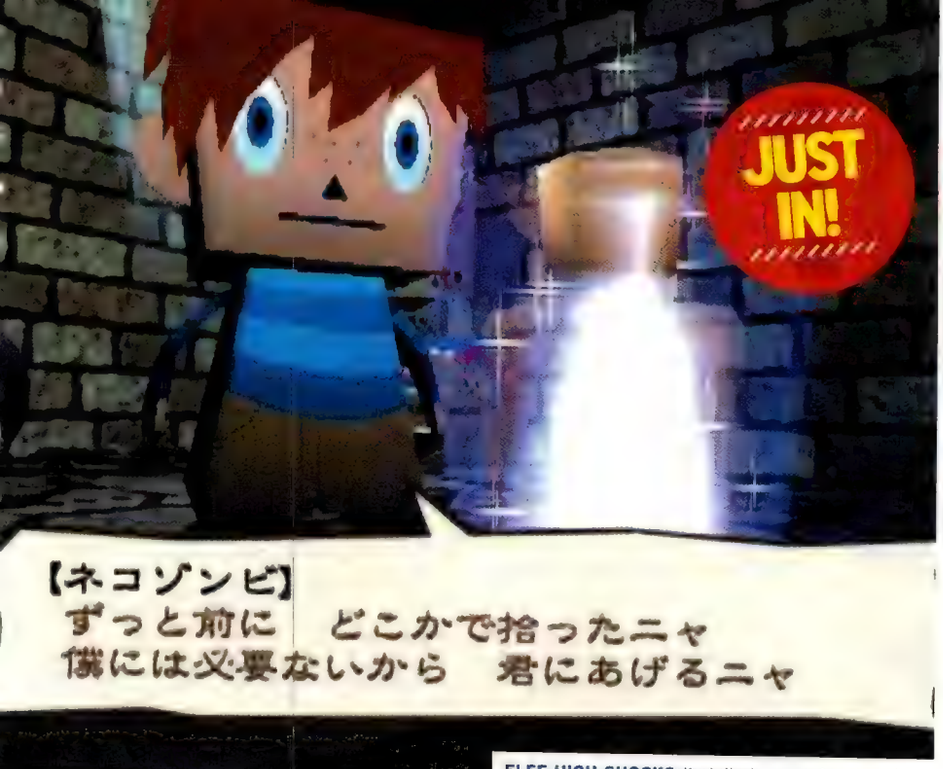
Best Features: We're liking the idea of a future society divided into two worlds, á là *Project Eden* – the privileged living above ground, the underclasses surviving down in the subway systems. We're liking the return of the bike, the two playable characters and the traditional mixture of puzzling and duck-and-dive gunplay. There's also a new, very dream-like, hazy atmosphere with the visuals that helps to give the whole project a future noir feel without resorting to the lazy rain soaked streets of Bladerunner yet again. And both main man Jack and new girl Leeza now benefit from the ability to climb and hang off ledges, while access to other areas via the 'right key' has been spiced up with a much more interactive hacking system.

PUNCH AND MOODY: Leeza's got a base from which she heads out on missions - very Blade.

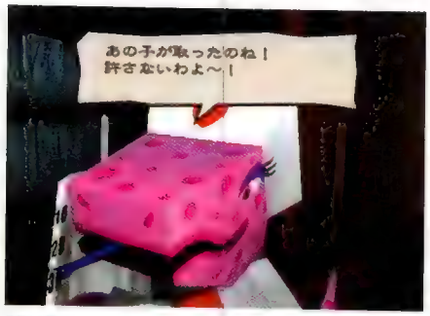
Bottom Line: So liking, yes, loving, no. The first game was a good 3D *Resi*-styled action adventure, but we're reckoning that the shakes with this one aren't going to be of the great variety.

ANTICIPATION ★★★

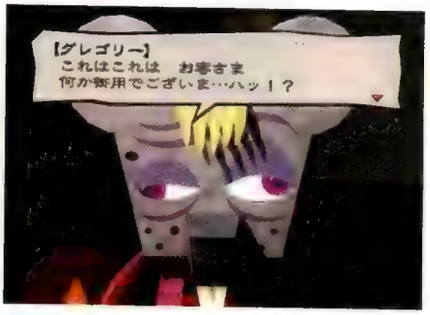




FLEE HIGH SHOCKS: You better have a good escape route as the minute you lay your hands on that soul its owner will be after you.



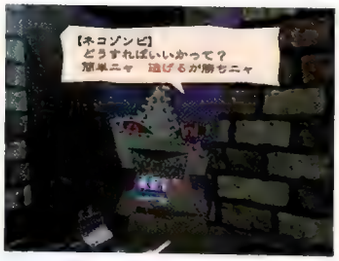
PRICKING IT: So the nurse is a pink lizard with a body-sized syringe. How about a bit of originality for a change?...



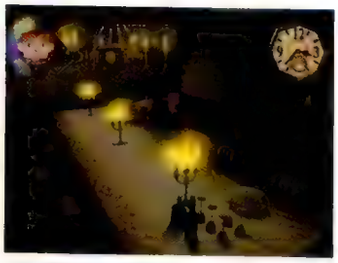
MOUSE ON THE HILL: Not Gregory himself, but one of his unfortunate inmates forced to run the hotel for him.

GREGORY HORROR SHOW

"MANIACAL MOUSE CALLED GREGORY"



CELLRAISER TOO: With the hotel's residents, aren't your average German tourist. Check this out.



HAUNTED MOUSE: xxxxxxxxxx xxxxxxxxxx xxxxxxxxxxx

EXPECTED UK LATE 2003

GREGORY HORROR SHOW

The Idea: Sleep, that's all your character wants. A chance to go home, to nibble cookies and sip warm milk in front of America's Most Violent Criminals and doze off. He most certainly does not want to be tempted into a haunted hotel run by a maniacal mouse called Gregory. Or be forced to collect the souls of the undead residents captured there. Or have to fight up every step of that wooden hill to Bedfordshire.

Best Features: It's all about solving puzzles through closely watching the behaviour of the other inmates of the hotel. So you find yourself peeping through keyholes in a *Prisoner of War* style as you check up on everyone's day-to-day schedules and then time your move precisely in order to nab their immortal remains. Grab their souls and you're straight into panicked pursuit mode as the owner tries to get their property back and send you completely mad in the process. Receive one to many licks of their special attacks and that's it, game over. You're trapped in the dimly lit lobby for eternity. No REM for this failed cube-head.

Bottom Line: The premise is adapted from a Japanese CG cartoon for kids – a kind of Hello Kitty from hell – so the cute/dark mix might not be to everyone's taste. That said, we can't argue with the box-headed appeal of the animations we've seen so far – we'll let you know more as soon as we've had a proper play.

ANTICIPATION ★★★

EXPECTED UK NOVEMBER 2003

IRONSTORM

The Idea: We were well behind this *Ring of Red* FPS extension of WW1 when it first appeared back in 2000. Now? Now we're not too sure we care either way.

Best Features: The grim, steampunk setting means that the warfare here is driven by a bizarre mix of weapons from all sorts of different time periods. The game time is 1964, but that really counts for nothing. Gas attacks rub shoulders with suicide squads of mine-carrying dogs, while your Russian short sabre can suddenly find itself out-gunned by a goon with a grenade launcher.

Bottom Line: We're always up for a bit of weird but, as an FPS, this doesn't seem to be doing anything new beyond its unhinged plot.

ANTICIPATION ★★

EXPECTED UK TBC

TEENAGE MUTANT NINJA TURTLES

The Idea: 'Mutant, see? Not prissy, prissy Hero! No. Mu-tant. These are the heroes in the half shell as their creators intended them to be. Pizza fuelled and violent.

Best Features: The comic book sentiments of this re-imagining mean that combat is the main order of business. Each of the four reptilian heroes (that's Leonardo, Raphael, Michaelangelo and Donatello) turn up with the full spread of punches, kicks and weapon specials to fell about over 35 free roaming levels.

Bottom Line: Uh the damage done by the increasingly terrible movies. Up owning is. If there's anyone who can readdress the balance, it's Konami.

ANTICIPATION ★★

EXPECTED UK LATE 2003

MISSION IMPOSSIBLE 2

The Idea: Ethan Hunt, he's a man on the edge! And he's out with the rest of the IMF team to deal with an all new covert op conspiracy.

Best Features: Well frankly, anything's got to be an improvement on the outrageously shit PSone title but we're actually quietly hopeful about this effort. Early shots show Ethan in infiltration mode, bypassing security systems and taking guards down via some vicious *Splinter Cell*-styled stealth kills. As for the looks of the thing, the screens are all reasonably tasty even at this early juncture.

Bottom Line: How late? *MI:2* was in the cinemas in 2000. This game is turning up in 2004. Whether it'll be worth the wait remains to be seen.

ANTICIPATION ★★★

EXPECTED UK WINTER 2003

BEYOND GOOD & EVIL

The Idea: Sci fi photo journalist Jade and her pig (yes that's Pig! Sidekick Pig) (don't ask us, it's French) head out on an adventure against invading aliens and an nefarious organisation called SPOON.

Best Features: Like *Haven* this seems a bit of an mixed (pig) bag. The levels where you poodle around in Jade's hovercraft are gorgeous (see screen), but the rest... All a touch repetitive with combat not branching further than a smack it and see mentality and the *Dark Chronicle* camera is more historic than innovative.

Bottom Line: It's from the brain of Rayman's dad, Michel Ancel. And while we're not advocating surgery, a few Nurofen and a rest might be advisable.

ANTICIPATION ★★

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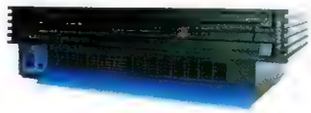

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From PSM2 issue #02, November 2000

attitude will change...
PSM2 RECKONS *You're not going to see the game until next November (that's 2001) at least.*

drawing of Lara in a *Matrix*-style get-up). Adrian Smith of Core promises that they're creating a "shocking new product, rather than an updated *TR* game." It's also undecided whether it will actually use the *Tomb Raider*

Shocking. That's certainly the word for it.

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